THE GUIDE TO COLLECTIBLE CARD GAMES

SPECIAL SCI-FI ISSUE

AUGUST 1996 • 16

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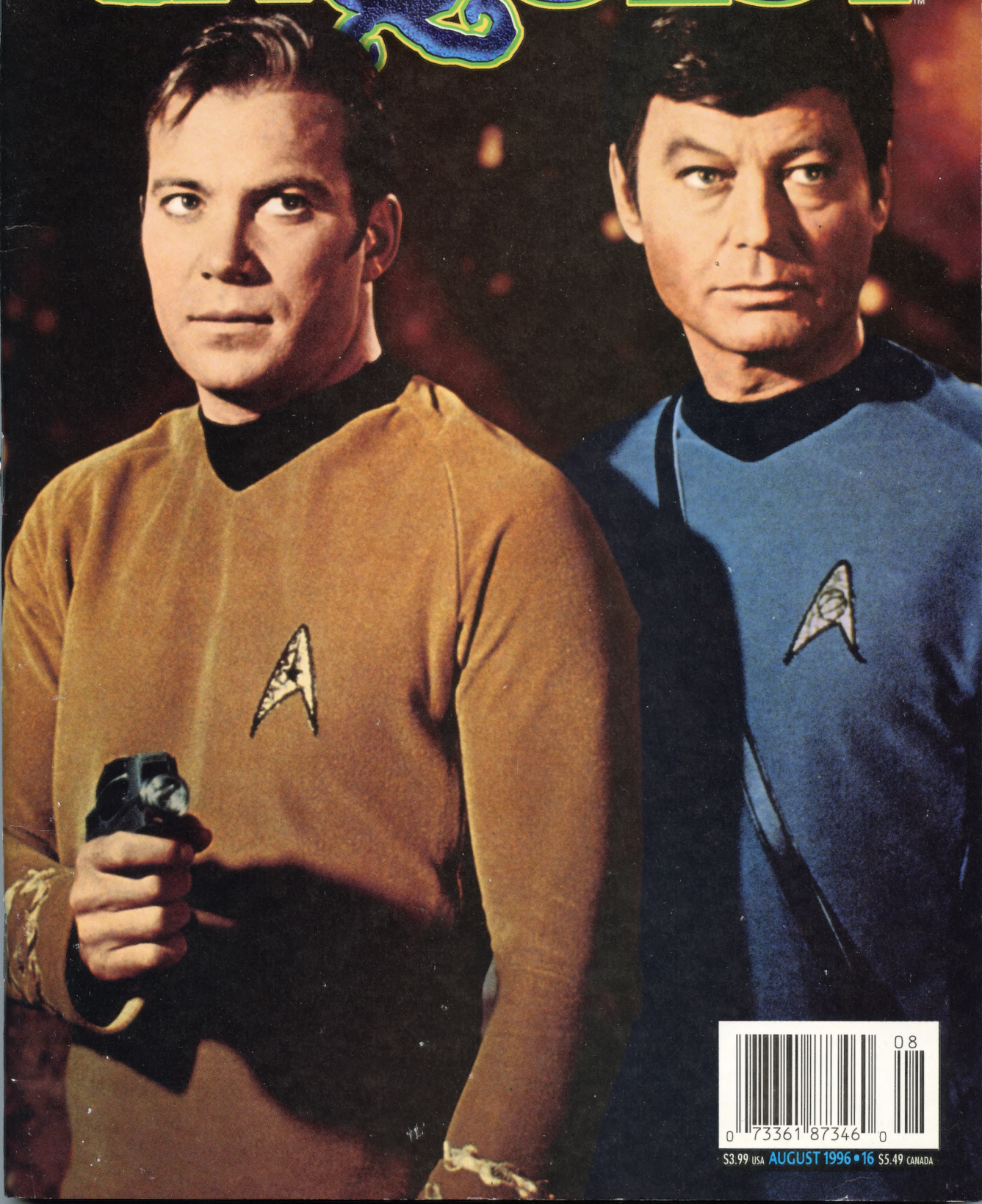

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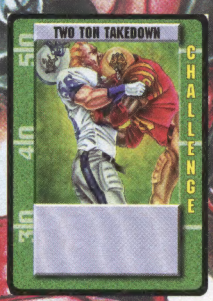

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Our special sci-fi issue kicks off with a Kirk and Bones "Star Trek" cover. Wanna know more about the "Star Trek" Universe? Turn to **page 59** for a *Star Trek: The Next Generation* "Basic Training" course and **page 101** for a *Star Trek: The Card Game* checklist featuring the entire gang from the original TV series.

"X-Files" photo: Mihael Lavine and FOX. Bram photo courtesy of Brom.

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EDITOR'S LETTER

It's a Fun Job!

Every month we get tons—well, maybe not tons, more like hundreds...no, that's a lie too. Okay, maybe four or five letters every month (if we're lucky) asking us where we get those great pieces of art or the funny photos like the cowboy getting caught cheating at *Magic*, or the diagram of an 18th century crapper. Well, that job falls on me, Dan Reilly, Art Assistant and all-around lackey of *InQuest* and its sister mag, *Wizard: The Guide to Comics*.

It's a fun job, which starts at the monthly *InQuest* art meeting. Sounds official, right? Well, it's just Editors Pat McCallum and Mike Searle and Design Manager Steve Blackwell and myself, scrutinizing each feature and column to see what images would work best with it. Plus betting on how many Nutter Butter cookies Pat can eat without blowing chunks. Once we have an idea of what we want (and after we clean up Pat's Nutter-vomit), I'm off to find the art. Tracking down photos or artwork for an article may sound easy, but most of the time it's pretty tough. Take, for example, the history of UFOs feature in this issue. The editors wanted real pictures of UFOs, not shots from some old fifties movies like "The Day the Earth Stood Still" or "War of the Worlds." So, of course, I said no problem, but I was secretly thinking, "Where the hell am I going to get these photos?" Let's see *you* try and get photos of things the U.S. government has been denying the existence of for at least 40 years.

The process starts by looking through the tool that no photo researcher should be without, *The Photographer's Market*. It's a guidebook for aspiring photographers who are trying to sell their photos. It also has a mile-long list of different photo stock houses that have pictures ranging from traffic accidents to nuclear bomb blasts. Its just a matter of finding the right stock house, or in this case finding one that deals in scientific exploration and extraterrestrial phenomena. As it turns out, there are a few such houses, but many didn't have what we were looking for. So I had to go for Plan B.

Plan B was NASA, the National Aeronautics and Space Administration. They had a great public relations department that guided me toward a publishing house which produced several books on UFOs. That publishing house had exactly what we were looking for.

In the end, all it took was a few phone calls to some photo stock houses, one government agency, a book publisher (plus throwing in Managing Editor Joe Yanarella's first-born son to sweeten the deal) and *voilà*! Actual UFO photos.

What I do every month is a real challenge. Some people out there may think it's just about getting pictures, and sometimes it is. But what we try to do here is make a mag that's not just filled with cards and prices. We try to make your card collecting hobby a little more fun. If that means I go a little crazy every month, and maybe get arrested for child trafficking, so be it.

Take it easy,

Daniel S Reilly

Daniel Reilly
Art Assistant

THE GUYS AND GALS WHO MAKE THIS

M T +

EDITORIAL

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InQuisition

Letters to the Editors

WHAT? NO CRAZY BELGIAN DRUIDS?

Ah, there's nothing I enjoy more than unbuckling the old straight jacket, popping the top of a Dr Pepper and kicking back with a stack of letters. Fer instance, here's one from a Druid. And here's one from a Belgian Spaceboy. And look, here's a guy who claims to be flat-out crazy. Or stupid. Or both. Uh-oh, somebody's PO'd at the Folios. And somebody else wants a crate of rubber chickens. (Sorry. Federal law prevents us from sending 'em across state lines.) And here's a guy who—gulp—doesn't know the difference between males and females.

My, my. Where to begin? I think, perhaps, with an etiquette lesson...

Eek! A Girl!

I have been playing *Magic* for about two years now, and I think it's a great game and a good way to meet people. Being a female, I have run into some problems and I'd like to clear a few things up. Asking a girl if she's buying cards for her brother or boyfriend is not a suitable way to find out if she's single. Girls do not like *Magic* just because of the pretty pictures. The next person who says, "Wow, you're the first chick I've ever met who plays *Magic*" is going to have his counters shoved where the sun don't shine. All I want is for guys to lay off. Just because I'm a girl doesn't mean I'm not a good, aggressive player. I'd also like to thank *InQuest* for being a unisex source of entertainment and a really great magazine.

Lindsey LoParco
Canton, NY

Well, we're trying. In fact, in deference to our female readers, we're going to try not to run the picture of the Babes card from the Guardians CCG more than twice in the same issue.

Anatomy Lesson

As always, great issue (*InQuest* #13). What I liked best was "InQuest World Records." I hope you continue this tradition for years to come. Also, as a Pete Venters fan, it was great to read that we share similar tastes in music and comics. However, I have a big question. His cover art was nice (*Alliances*! Cool!), but was that warrior a male or a female? You can't really tell from all that armor and the battle-hungry face.

Nachro2
Cyberspace

It's a male with breast implants.

MMM... GUM.
Khabal Ghoul
Summon Ghoul
At the end of each turn, put a +1/+1 counter on Khabál Ghoul for each other creature that died during the turn and was not regenerated.
Illus. Douglas Shuler
1/1

Chew On This

Hey, why doesn't Wizards of the Coast put bubble gum in their booster packs? That way, when you open up a booster and see that your rare card is a 'Lace or Helm of Chatzuk, you'll have something to get rid of the bad taste in your mouth. The gum would even be easier to trade than the card.

Chip Faulkner
Salisbury, NC

And we could start running price guides for Bubble Yum and Bazooka. 'Course, then we might not have room for that extra Babes picture. So forget it.

Name Game

You folks are doing a great job and really should not waste space on people who feel the need to correct every little thing. I feel these people don't really understand that a monthly magazine of 120-plus pages has deadlines, and under these conditions some mistakes are going to be made.

Now that I got that off my chest...

Have you guys noticed the hidden names on some of Ron Spencer's *Magic* card illustrations? If you look closely at some of his artwork, you can see names hidden in the pictures. Examples:

Thallid: the name Chad across the back of the thallid.

Order of the Ebon Hand: the name Josh starting at the corner of the axe, then into the flames in the background.

Goblin Grenade: the name Mike on background trees.

Kjeldoran Knight: the name Zack starting at the spear tip.

I have to ask, who are these people?

Lawrence Presa
Fremont, CA

Good question. I asked the man himself. "Those are friends of mine," Spencer explains. "My Fallen Empires cards have the names of some of the guys from a hobby shop here, the first guys who recognized me as a Magic artist. My Ice Age cards have friends from church. My Alliances cards have kids from my Sunday school class." Will he continue the hide-'n'-go-seek in his next batch? "Yes. As long as I have friends who want their names in 'em."

This Letter Stinks

I know why *Fallen Empires* is ridiculed. I know why it's scoffed at. I know why, despite having Goblin War Drums and the awesome Thallid Devourer, no one likes it.

Have you ever sniffed a pack of *Magic* cards after opening it? Smells good, huh? In fact, it smells so good that I take a big whiff before checking out my cards. One day, I had quite

a few *Ice Age* boosters and I was whiffin' and sniffin' and all of a sudden I realized I was all giddy. I didn't even mind that my rares sucked.

Not all the cards have this quality though. *Fallen Empires* is different. The texture is different. And the smell is different. Maybe it's the gloss or the ink or the glue on the seams of the plastic.

Check into it.

And would you please tell me who that beautiful woman is on page 60 of issue #12?

Todd Hammerstrom
Midwest City, OK

I would, but I'm afraid you'd try to sniff her.

Remedial Reading

What the heck does that "M/donkey's butt/T + head" that's on top of *InQuest*'s credits page mean?

Steven A. Wolfe
Cyberspace

That's a rebus puzzle—and that's an ass, not a donkey's butt. Add up all the symbols and you get "masthead," the part of a magazine that lists the names of the production staff along with some miscellaneous technical crap. Thanks for donkey's butt + king.

Artisan Partisan

I've had just about enough of your knocking the Goblin Artisans. Okay, so they have the sorriest ability known to man. Okay, so the artwork isn't so hot. Okay, so the card is worth less than a snow-covered island. So what?

While I normally play a black Sengir deck, I also use a goblin deck for fun. When one of my 3/3 goblins takes a point of damage, I use the Goblin Artisans with the Amulet of Kroog. If I win the coin flip, I get a card. If I lose the coin flip, my 3/3 goblins take a point of damage. Oh no, woe is me.

Also, the Goblin Artisans make excellent fodder for the Goblin Chirurgeons. The only non-goblin creatures I play in my deck are Keldon Warlords. If one of them gets offed, the Goblin Artisans are more than happy to take their place in the graveyard.

So I don't want to hear any more about the Artisans, okay?

J.B. Cantey
Camden, SC

Also, Artisans make a cool sound when you run 'em through a garbage disposal.

Am I Rich Yet?

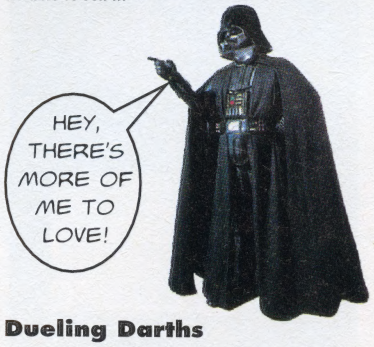
I have a connection in Germany who can get *Magic* cards for me. But I was wondering, here in the States, how much more are German cards worth than their English counterparts?

Rfrovarp
Cyberspace

I recently opened a booster pack of *Wyrm* for the *Rage* game and found an Uncle Freddy character card that is one-sided (instead of the standard two-sided) with a Sept backing. Have you ever heard of any other such misprints, and if so, do you know any buyers for such cards?

Michelle Riley
Tiptonville, TN

Here's one retailer's opinion: "Foreign editions? Depends on the cards," says Dave Graves of the Card Emporium in Golden Valley, Minn. "Any foreign Legends, *for instance, might be worth a little less. Any foreign* Homelands, *a little more. At best, foreign cards might be worth 50% more; remember, there's a limited market for them. As for the misprint, I'd say it has no value. At least I wouldn't be able to sell it."*



Dueling Darths

The other day, I got a Darth Vadar *Star Wars* card. Now my friends are telling me that it's not the real one because it's not black-bordered. Yet, there are no expansion sets for *Star Wars*. Well, is it real or not?

Justin VanNest
Pembroke, NH

According to Matt Mariani, marketing director for Decipher Inc., there's more than one Darth. "One is from the original set; it's called Darth Vadar. The first printing has a black border. The second print run has a white border. But judging from the date of your letter, it's unlikely you got one of the second print cards, since they weren't available then. The two-player boxed set from Parker Brothers also has one; it's just called Vadar. It has a white border. It also has a different picture and different game text from the one in the original set." Got that?

Last Laugh

Where the hell did you guys learn to read? In issue #12, you came up with several amusing *Magic* card combos for April Fool's jokes. Personally, I liked the cat fight combo (Radjan Spirit and Pixie Queen). Anyway, you tried to pair Power Artifact with Fountain of Youth to "break into the negative zone."

Hello? Anyone home? First of all, Power Artifact's text states that it "has no effect on artifacts that have no activation cost or whose activation cost is 0." Secondly, Fountain of Youth's casting cost is 0, not its activation cost. Its activation cost is 2. Therefore, Power Artifact and Fountain of Youth is a real card combo, albeit a weak one. Guess the joke's on you.

Adam Hess
Clinton, MI

'Fraid not. The Power Artifact/Fountain of Youth combo was included to see if we could trick some sucker into telling us how wrong we were. Nyah, nyah!

Future Used Car Dealer

Jeff Hannes, thanks for giving us ideas for tournament-winning decks. And it's about time that the *Homelands* Serrated Arrows received some attention ("Up Your Sleeve," *InQuest* #12). It is truly one of the best. But you, Mr. Hannes, forgot to include one of the most obvious uses: destroying regenerators! Regenerators are no match for the awesome power of the Serrated Arrows. Kill those annoying Will-O'-The-Wisps! Bury those Yavimaya Gnats! And they said *Homelands* sucked.

Is *Ice Age* going out of print? With the *Alliances* release date getting closer, my colleagues and I are dying to known whether or not to stockpile *Ice Age*.

Also, is it okay to cheat an opponent who doesn't know or fully understand the functions of certain cards? My reasoning: If they're playing *Magic* (or any other CCG), then they should take the time to become familiar with the cards.

Ernest Cruz
McAllen, TX

Yes, it looks like Wizards of the Coast is going to stop printing Ice Age, *at least for the time being, so stockpile to your heart's content. And no, it's not*

P E N P A L S

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuestMag@aol.com or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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okay to cheat your opponents, regardless of how much or how little they know. Nor is it okay to kick puppies or swipe purses from little old ladies.

Same But Different

I have noticed a particularly stupid mistake on the part of Wizards of the Coast. As you know, the *Ice Age* expansion contains the Knights of Stromgald and the Order of the White Shield, both worth $2 to $3. *Fallen Empires*, however, contains the exact same cards under different names: Order of the Ebon Hand and Order of Leitbur. Both of the *Fallen Empires* cards are worth 10 to 40 cents. Is that stupid or what? Anyone who would go out and try to get one of these *Ice Age* cards when they could get the same thing in *Fallen Empires* is a fool.

Abraam Cookman
Sandspit, B.C., Canada

A foolish card collector. Imagine that.

Behold the Anti-Foglio

Anson Maddocks, Rob Alexander and Mark Tedin are all great and respected artists who design *Magic* cards. So where the hell did Phil and Kaja Foglio come from? Their so-called "art" makes the greatest CCG look like a damn joke! What the hell have the Foglios been smoking to think that cards like Bird Maiden, Lure, Runed Arch, Revelation and Orcish Librarian were even worthy of being printed? How did they get past Wizards of the Coast with their crap? I personally think that the Runed Arch takes the #1 spot for being the ugliest, appalling, stomach-turning card in the game.

DIshii
Cyberspace

Now wait a sec. I happen to think the Foglios are two of the finest artists in the game biz. And I also think the Bird Maiden is pretty cute. If the Runed Arch upsets your stomach, take a Tums.

Cool Defined

First off, I'd like to tell you how cool your magazine is. Of all the gaming magazines I've tried, yours is definitely the best! Now that that's out of the way, here's everyone's favorite: numbered questions!

1. Is there any possibility of having an annual edition filled with game reviews?

2. What the hell is the matter with MTV lately? They never play cool stuff like, say, videos.

3. Has anyone gone for the Indiana Jones license? That would be a cool card game.

Mike Yelmorbe
Clay, NY

1. Uh, no.
2. You think videos are cool?
3. Yes, but not as cool as, say, a Bush video.

Down With Literature

If banning *Magic* will help reduce the proliferation of evil and satanic cults, maybe schools should start banning literary works. Edgar Allan Poe makes several references to evil happenings, death and destruction. Ernest Hemingway was an alcoholic and wrote about drinking. Shakespeare has a number of plays about murder, stealing, suicide, greed and deceit. Greek mythology is full of atrocities. Infanticide, incest, rape, killing, mass murder, black sorcery and animal sacrifices are common in stories about the ancients. And don't get me started on nursery rhymes.

Instead of focusing on petty things like card games, schools should concentrate more on issues like guns, alcohol and drug abuse, smoking, gangs and quality education.

Justin Prothe
Emporia, KS

And if we're serious about getting students' minds off sex, then we better get rid of alge"bra."

See You in Hell

The day was Friday, and I was playing *Magic* about 10 minutes before school started. Tim the Wompus came over to talk to me. His dad is a priest at the local church. Tim had wanted to play *Magic*, but his dad cried, "Satanism!" the second he saw a skull in the instruction book. Well, anyway, Tim came over to me with a Bible in his hand and pro-

The Name of the Game

True stories behind the names of game cards

Magic: The Gathering—Ice Age

Amulet of Quoz: Co-designer Dave Pettey drew many card names in *Ice Age* from *Mrs. Byrne's Dictionary of Unusual, Obscure, and Preposterous Words* by Josepha Heifetz Byrne (Citadel Press, 1974). "Quoz" means "something ridiculous, absurd or strange."

More names from the same source: Aurochs, "the extinct wild ox, ancestor of modern cattle;" Hecatomb, "religious sacrifice of 100 oxen, any mass sacrifice;" Ouphe, "an elf or goblin;" Pyknic, from pyknic, "short and stocky."

Hyalopterous Lemure: "Hyalopterous," in biology, means "having transparent wings." A lemure (with final "e") is a ghost, but the artist painted the small mammal called a lemur.

Jokulhaups: An Icelandic word for an avalanche of water from a snowbound mountain reservoir.

Wiitigo: Variant of "windigo," an evil spirit in Native American folklore.

Mythos

Madame Blavatsky: Most *Mythos* Allies come from the stories of American horror writer H. P. Lovecraft, but a few represent historical figures, including Lovecraft himself. Helena Petrovna Blavatsky (1831-91), Ukrainian spiritualist and author, founded the Theosophical Society in New York in 1875. Her *Isis Unveiled* (1877), *The Secret Doctrine* (1888) and other books describe Theosophy, a weird synthesis of science, alchemy, Hindu reincarnation, mysticism and Egyptian snake worship.

Eusapio Paladino: Neapolitan peasant woman, so-called "physical medium," the 1890s and 1900s equivalent of spoon-bender Uri Geller. In seances in Naples and Cambridge attended by prominent occultists and scholars (including Madame Curie), Paladino supposedly materialized ghosts, rapped tables and changed her weight. There's one born every minute.

—Allen Varney

Become an initiate in the mysteries of card names. Write down the name of the card, the game it comes from, your full name and your mailing address and send it to:

The Name of the Game
c/o *InQuest*
151 Wells Ave.
Congers, NY 10920
e-mail: InQuestmag@aol.com

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MAGIC: The Creations

The fan who invented the best *Magic* card this month wins a Cooperation *Magic* card signed by Phil Foglio and three different foreign edition *Magic* packs! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

AMPHORA OF RESTORATION

Tom Cisneros, Houston, TX

Amphora of Restoration
5
Artifact
2, T: Negate 4 damage to one target or 3 damage to two targets or 2 damage to three targets or 1 damage to four targets.
Many times the battles have been won because of the nectar's replenishing qualities found only in this vase.

STEVE THE ORB

Brian Pacula, Mill Valley, CA

Steve the Orb
5
Artifact Creature
Flying
If Steve is destroyed, pick him up, look at your opponent resentfully, and throw Steve at him. Your opponent loses half of his life total if Steve hits him in the eye or some other vulnerable spot.
Illus. © Brian Pacula
4/3

To enter, send an original *Magic* card no bigger than 8-by-11-and-a-quarter inches (use an existing *Magic* card and just glue on new art and stuff if you want) to:

Magic: The Creations
c/o *InQuest*
151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS

• Aaron A. Leon of Hialeah, Fla., won *IQ*#12's "Vampire" contest, winnin' himself two autographed *Vampire: The Eternal Struggle* cards and a box of *Vampire: T.E.S* boosters.

• Jared W. Wallace of Coral Springs, Fla., took home the Grand Prize in *IQ*#12's "Arcana" contest, scoring himself an uncut sheet of *Arcana* common cards, a complete set of all *Arcana* cards and a swaggle o' neato *Arcana* stuff.

ceeded to read. "It is against God's wishes to practice sorcery or divination, or to interpret omens or cast spells," he read. "Anyone who does these things is detestable to the Lord." It goes on and tells what God's gonna do to you if you play *Magic*. I threw all of my cards across the room and yelled, "Wompus, you saved my freakin' life. Thank you so-o-o-o much!" In reality, I was actually thinking for a second that this Satanism stuff was true; it would explain the game's eerie addictive qualities. But I still believe it's in the eye of the beholder.

Jonathan Michael Hausrath
Penharn, MN

Funny. I read the Bible from cover to cover and didn't come across a single reference to CCGs.

Let's Hear It for the Druids

First of all, I love your magazine. I await its arrival on the newsstand each month. I'd subscribe, but it's easier for me to pay $4 a month than one lump sum.

Next, I'm a Druid. I practice the Celtic religion, and it pisses me off that companies like Wizards of the Coast don't give the Druids any credit. *Magic: The Gathering*, almost in its entirety, is based on my religion. Using the Earth's powers is how we perform our magic. We summon dragons and other spirits in such rituals as the Wild Hunt and the Grand Invocation of the Dragon. Also part of our religion: using circles as protection and controlling the Earth's four elements. I play *Magic*, and I don't think it's a bad game at all. I just think that Wizards of the Coast should explain that they didn't design the objects and ideas portrayed.

Also, there's this new game, *Quest for the Grail*. I haven't really looked into it yet, but just the company's name—Stone Ring Games—sort of pisses me off. Usually in their advertisements is a picture of Stonehenge, which is the Druid place of worship—like Rome is to the Catholics. The idea that the game is based on Arthurian legends is kind of cool, but these kinds of games take away from the real users of magic and the people who participate in the occult.

Druidism has nothing to do with Satanism. They are like opposites. But people may get the wrong idea when the Elder Druid and Demonic Hordes are allowed in the same deck or are controlled by the same person. It would be like Jesus Christ and Satan teaming up in a card game.

I'm not putting down either of these card games in any way. I'm just stating what I see, and I encourage people to look into the real information behind the games. What do you think?

Joshua Free
Minneapolis, MN

I think that I don't want to disagree with anybody who knows how to summon dragons.

Let's Hear It For the Belgians

I am an unemployed and hopelessly depressed *Magic* Spaceboy. The fact that I live in Belgium should make a bell ring. Yep, it's over here where they print your precious cards. The latest news is that Carta Mundi has exploded. The production has been taken over by the land's leading card tycoon, Mastijni Cheese Cards.

Bert Van de Merckt
Cyberspace

And you thought the American school system sucked.

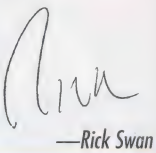
Let's Hear It For...Oh Never Mind

My friend and I are nuts about *Magic*. We can play games all day and night. Tell me, am I crazy or just plain stupid?

Warren Hendricks
Cicero, IN

I wouldn't say you're crazy, but in fairness, that's a judgment only a qualified therapist can make. So let's go with stupid.

Geez, I was gonna give you the Unabomber's chili recipe and Bob Dole's killer deck tips, but darned if we didn't run out of room. Maybe next month. While you're waiting, why not grab a crayon and drop us a line?



—Rick Swan

Game-designer Rick Swan, a troubled loner also responsible for the last page of this magazine, likes to play Magic *with his imaginary friends.*

WIN THE MOXES!

The first annual *InQuest* costume contest is underway and all you have to do to win is dress up like your favorite fantasy/sci-fi/whatever character, snap a photo and mail it to us. Doesn't matter if you wanna be a *Magic* character, *D&D* character, *Netrunner* guy, somebody out of a novel/movie, we don't care.

There are some rules though:

1) The costume itself must be homemade, but you can buy store-bought items to enhance it (like you can use a store-bought phaser for your Spock costume).

2) Have someone photograph you in your costume in multiple poses/settings (Polaroids will not be accepted), attach your name, address, phone number, the name of the character and where he/she's from on the back of each photo (don't write on the photo!), and mail the whole thing off to:

IQ Costume Contest
151 Wells Ave.
Congers, NY 10920

And as we siad, the first place winner takes home a set of Moxes, but keep in mind that if you don't get us your photos by **July 22, 1996**, you ain't winnin' jack!

Send yer letters to **InQuestMag@aol.com** or:

INQUISITION

151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.

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Introducing the **Pro Tour Collector Set—Inaugural Edition™**, a commemorative set featuring the championship decks used by the eight quarterfinalists in the inaugural **Magic: The Gathering®** professional tournament. This limited-edition set of eight decks is packaged in a special foil-stamped slipcase. Each deck features the signature of its champion, plus an all-new Pro Tour card back design. Available now for $125 at your favorite game store, or call 1-800-324-6496 to order your set today! (Phone orders add $4.95 for shipping and handling.) Limited edition of 20,000 sets includes international allocations. Not legal for tournament play.

Visit our website at http://www.wizards.com • Wizards of the Coast® Customer Service: (206) 624-0933

MAGIC The Gathering

MAGIC: THE GATHERING PRO TOUR

Wizards OF THE COAST

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MYTHOS™

STANDARD GAME SET

UNLIMITED

This package consists of two 52-card decks. They make a complete game for two players to battle the Mythos in the world of H.P. Lovecraft. Additional decks may be used to play with more than two players.

This new collection is completely compatible with MYTHOS Limited Edition, the upcoming MYTHOS Dreamlands and future MYTHOS sets.

ON YOUR DOORSTEP, OCTOBER 1996

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Illustration by Lee Gibbons

CHAOSIUM INC.

INSIDE

Blood Wars no more? See page 14.

Land Tax restricted! See "*Magic* Updates" on page 18.

Flash Gordon returns! See page 18.

New *Magic* Contract Upsets Artists

The *Magic: The Gathering* collectible card game propelled Wizards of the Coast to the top of the gaming industry and brought fame and fortune to its artists. But the days of six-figure incomes for *Magic* illustrators may be winding down thanks to the no-royalty art contract the company is now using.

Some, though not all, *Magic* artists have expressed unhappiness over the lower pay offered by WotC. Some have also claimed that WotC used their art without permission and may have miscalculated their taxable income for *Ice Age*.

According to WotC Art Director Maria Carbardo, the company will offer a $1,000 flat fee per card, with no royalties, when WotC contracts artists to create the *Mirage* set later this year (see "New *Magic* Expansion Set: *Mirage*," "*InQuest* News," *InQuest* #13).

WotC is also considering commissioning original art for a *Magic* Fifth Edition to be released in winter 1996-97. If so, the new contract would be used, thus eliminating all artist royalties for the game.

Magic artist Jeff Menges isn't happy with the new deal. "Any other company I would accept it without blinking, but from Wizards it's a slap in the face."

"WotC has become a bad neighborhood and I don't want my children living there," said former *Magic* Art Director and illustrator Jesper Myrfors. "They're bean counters; they think there's a difference between business ethics and ethics, but there isn't."

Another popular *Magic* artist—who requested anonymity because he depends upon the company's payments and didn't want to jeopardy his relationship—said WotC "is phasing out the people who put their heart and soul into the sets."

Will talented *Magic* artists walk away from WotC? Some have already, said Myrfors, who initially contacted many *Magic* artists and whom many cite as a mentor. Others want to leave, but can't—they've built houses and started families believing their incomes were secure.

But not all artists are angry.

"I don't think it's a personal thing; it's business," Mark Poole said.

"It's a little disappointing, but I understand the business reasons," Mark Tedin said.

When WotC released its Alpha Limited run in mid-1993, the sets sold out in six weeks. Over the next two years, WotC printed millions of cards for new basic editions and expansions. Since the company initially had little capital and couldn't afford to pay standard rates, it instead offered artists $50 in cash, 10 shares of stock (then worth $5 per share) and royalties worth 2.5 percent of adjusted gross revenue. Prolific *Magic* illustrators earned more than $100,000 in 1995, mostly due to royalties.

Now that WotC is wildly successful, some artists say, it's only natural for the company to offer a flat fee up front. And $1,000 is still excellent pay for the gaming industry.

Some artists, however, also complain that WotC ignored a clause in their contracts by selling *Magic* images without permission for use as a screen saver.

Carbardo acknowledged that in the past the company hadn't always properly obtained permission to use art but said that WotC now does so whenever necessary.

Some *Ice Age* artists also complained that their stock-based income may have been miscalculated for 1995. A group of artists has asked a lawyer to investigate. No other details were available at press time.

When questioned about royalties, artist rights and stock shares, WotC spokeswoman Sue-Lane Wood said it was company policy not to comment about contracts or compensation.

—Jonathan Sher

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NEWS BITES

Geez pal, you really oughta have that looked at.

• **Pinnacle** has purchased **Donruss'** sports card lines. Neither Pinnacle, Donruss nor **NXT Games** would comment on if or how the sale would affect scheduled Donruss/NXT Games CCGs like *Red Zone*, *Top of the Order*, *The X-Files* or a planned hockey deck. For a preview of *The X-Files* CCG, see page 36.

• The newest effort from "X-Files" producer Chris Carter under his five-year exclusive development deal with 20th Century Fox Television is **"Millennium"** starring Lance Henriksen. It'll debut on Fox this fall.

• An ***OverPower*** set featuring **DC Comics** characters has been given the go-ahead for September. These first DC-approved game cards will be fully compatible with *OverPower* and will introduce a new power, intellect, to accompany energy, fighting and strength.

All August issues of Marvel Comics will include two **free *OverPower* cards**. The cards will be randomly inserted from a run of 35 exclusive booster cards and one seven-card mission set. The cards will only be available by purchasing the comics.

• Wizards of the Coast has announced a ***BattleTech*** CCG for November. Players will control 31st-century combat robots per the popular FASA game.

***Magic* Pro Tour III** will be held in Columbus, Ohio, July 4-7, 1996, at the same time as the Origins convention. Decks constructed beforehand from *Ice Age* and *Alliances* cards will compete for a total payout of $155,000.

By special exemption of WotC's Duelists' Convocation, ***Alliances*** cards will be permitted in Type II tourney decks at the **U.S. National *Magic* Championship** at Origins.

This July **Magic Quick Start sets** will be available to introduce players to the hit WotC CCG. *Rivals*, the first Quick Start set, contains two preconstructed decks of 56 cards each and easy-to-use *Magic* rule books. Each box costs $19.95. Other Quick Start sets will be released later in '96.

Magic has hit **Japan**—and the first two ships of the Japanese-language cards sold out in under two weeks. The game also exists in English, French, Spanish, German, Portugese and Italian. Chinese and Korean editions are due August and October, respectively.

Licensed *Magic* products due out shortly include an Acclaim **comic**, a HarperCollins **book** and 1997 **calendars** in standard and page-a-day formats.

Rembrandt will introduce Deck Protectors, Deck Bynd'rs and other *Magic: The Gathering*–licensed **card protection and storage** products this summer.

• Adama, Apollo, Starbuck and the rest of the gang are back this July in Dart Flipcards' **Battlestar Galactica** Deluxe Trading Cards.

• **Rebel Leaders** are dispersing throughout the nation to teach you *Star Wars: Customizable Card Game*—and to distribute exclusive *Star Wars* game cards. Check out http://www.decipher.com for battle orders.

Decipher has prepared official ***Star Wars* tournament** rules. One format involves the two-player game from Parker Bros. (reviewed this month in "On Deck," page 48).

Be on the alert for the **"Star Wars"** MicroMachines Action Fleet, due at toy stores this August.

• Attendees at the Grand Slam convention in Pasadena, Calif., were able to meet Walter Koenig and play with Ensign Chekov and other classic TV "Star Trek" cards as part of a special ***Star Trek: The Card Game*** preview.

It won awards but drew fire from its own writer. It's Harlan Ellison's original script for **"Star Trek"**'s "City on the Edge of Forever," due in September from White Wolf with a no-holds-barred introduction by the author.

• HarperCollins has purchased the rights to an **"Aliens vs. Predator"** CCG, but no concrete plans have been announced.

• Revised easy-to-understand rules are contained in new ***Dragon Dice*** starter and *Magestorm* packages.

Continued on page 16

TSR Sells Office

TSR has sold its office building in Lake Geneva, Wis., and is looking to relocate.

"Sometime between now and two and a half years from now is when we plan to move," said TSR's Tom McLaughlin.

The building was sold to J.B. Kenehan, the agency responsible for renting printing presses for the publishing of TSR products. As part of the deal, J.B. Kenehan also became responsible for all of TSR's future printing and purchased TSR's packaging and shipping operations.

Although TSR is moving, it won't be going far. "Lorraine [Williams, TSR's owner] alluded to the fact that she wants to stay within a half-hour's drive of where we are now," McLaughlin said. "We're not picking up and moving to California. It could mean just over the border to Illinois or east toward Milwaukee."

He expects few short term ramifications. "No big changes here. It's a positive thing financially and in the fact that it allows us to streamline our operations and focus more energy on the creative part of our job."

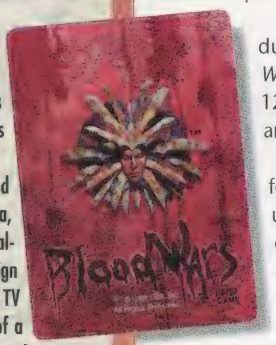
Have no fear for the Gen Con Game Fair either. It's staying in Milwaukee for the foreseeable future.

—Matt Forbeck

TSR Suspends *Blood Wars*

TSR is stemming the flow of *Blood Wars* CCG products until further notice.

"We're temporarily suspending distribution of the game," said TSR spokesman Tom McLaughlin.



Three sets of *Blood Wars* escalation packs were due this year: *Insurgents of the Inner Planes*, *Weapons & Warmongers* and *Hand of Fates*. The 125-card sets were to be released in April, August and November, respectively.

McLaughlin was unable to provide a reason for the company's decision and seemed genuinely surprised at the turn of events. "This is only the second time I've ever seen a [TSR] product suspended in distribution," he said.

According to McLaughlin, *Blood Wars*, a 1995 release based on TSR's *Planescape* world for the *Advanced Dungeons & Dragons* roleplaying game, was well-received by gamers and critics. "But the marketplace is the ultimate judge," he added.

Game distributors noted that *Blood Wars* hadn't sold well and that TSR was concentrating on more successful products like its *Dragon Dice* collectible dice game.

Dwayne Gartensleben, a buyer for The Armory, suggested that the game's demise boded ill for future TSR CCG efforts. "If TSR comes out with another card game, people might base their orders on the performance of *Blood Wars*."

TSR's first card game, *Spellfire*, appeared in 1994 to mixed reviews. A fourth edition of that game was released last June. TSR has no new card games scheduled.

At press time, TSR was still deciding the final fate of *Blood Wars*.

—Jack Skrip

An expansion set for *Middle-earth:The Wizards*™

middle earth
THE DRAGONS

"So the rumour of the wealth of Erebor spread abroad and reached the ears of the dragons, and at last Smaug the Golden, greatest of the dragons of his day, arose and without warning came against King Thrór and descended on the Mountain in flames."
—The Lord of the Rings

Middle-earth: The Dragons™ is the first expansion set for *Middle-earth: The Wizards*, ICE's collectible card game designed for one to five players. Expand your collectible card portfolio with this set of 180 new tradable game cards, and use them to explore new play strategies.

Each booster pack contains 15 cards and a new six page insert with rules for *Middle-earth: The Dragons*. Each card is beautifully illustrated with fine color artwork created by over 45 renowned fantasy artists.

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NEWS BITES

Continued from page 14

• **Daedalus** has revised its **release schedule**: *Flashpoint* should be out by late June; *Throne War* (now a stand-alone set), August or September; *Shadowfist* players guide, fall; *Combat in Kowloon* box set, winter 1996-97; *Shadowfist* Second Edition, mid-1997.

Write and win in Daedalus' ***Shadowfist/Feng Shui*** fan fiction **contest**. Send your 400- to 900- and 2,000- to 5,000-word stories to jgarcia@halcyon.com by midnight on August 21.

• Test your ***Quest for the Grail*** and Arthurian knowledge in Stone Ring Games' match-the-quote-with-the-card **contest**. For details write 1416 E. 37th St., Austin, TX 78722 or graball@infinity.ccsi.com.

• Eat crow or just listen to and watch it with ***The Crow*** enhanced CD, out now, and *The Crow Complete Interactive Collection* CD-ROM, due August. The former has a song by Hole and a demo of an upcoming *Crow* game. The latter costs $39.95 and has new audiovisual material on the comic, the first film and the "City of Angels" sequel.

• *Dragon Dice* designer Lester Smith has a new effort due in September from Destination Games. It's a collectible dice game called ***Chaos Marauders***.

• Bring the home of the 1996 Olympic Games to your home this July via Mayfair's ***SimCity: Atlanta*** expansion. CNN World Headquarters, Martin Luther King Freedom Hall, the World of Coke and 117 other cards can be yours for $15.

• ***Knightmare Chess***, translated from the French, is an 80-card supplement for Chess; each card alters the rules of the classic board game. Available in July from Steve Jackson Games for $14.95.

SJG has licensed Copernicus Corp. to do a Polish-language edition of ***Illuminati: New World Order***. Due September, it'll contain 20 unique cards spoofing European politics and culture.

SJG is looking for **retailer info**—and it's willing to send you prizes for helping. For **contest** rules and info surf http://www.io.com/sjgames/contest/.

• ***Galactic Empires:*** *The Comedy Club on the Far Side of the Universe* features mimes, space penguins and an updated rule book. All 104 cards are sold together for $12.95 starting in July.

Companion Games is producing *Galactic Empires* **play mats** to protect your interstellar empire and its cards.

• *Beachhead to Berlin* isn't just a strategy guide to Pinnacle/Chameleon Eclectic's ***Last Crusade*** CCG; it provides new rules, scenarios, a map and plenty of other useful stuff. This $12 softcover due in July has about 144 pages.

Chameleon Eclectic's **GameFinder** service can help you locate others who play your favorites games. Check out http://skynet.bevc.blacksburg.va.us/cee.

• In ***Anime Madness***, your anime-producing company tries to outmuscle the competition. Contact matt2518@gladstone.uoregon.edu or http://darkwing.uoregon.edu/~trek/animemad/main/ for more info.

• Pagan Publishing has relinquished rights to the ***Everway*** roleplaying game to Rubicon Games. Designer Jonathan Tweet, who developed the game for Wizards of the Coast, will help guide the product line, as will *Magic* artist and new Rubicon art director Amy Weber.

• A United States district court has ruled that Playmates Toys' **ExoSquad** toys don't infringe upon FASA's copyrighted **BattleTech** action figures.

• Bold City Graphics **T-shirts and caps** feature art from games like *Call of Cthulhu, Cyberpunk, BattleTech, AD&D* and more.

• Fans of the animated **"Hunchback of Notre Dame"** feature film should check out the Fleer card game of the same name. Since this is Disney, the whole family can play.

• Daedalus Entertainment's ***Talislanta*** roleplaying highlights include a sourcebook, *Lyceum Arcanum*, out now, and a fourth edition, subtitled *Black Moon Rising*, due later this year. The latter will have new easy-to-play rules and a new storyline.

• ***Redemption*** the Biblical CCG is now *Redemption: City of Bondage* the Biblical board game. It's available now for $20.

• *Fire and Blood*, the latest from Hogshead Publishing, is a re-edited volume of the first two parts of the epic "Doomstones" campaign for ***Warhammer Fantasy Roleplaying***. Hogshead also plans a *Realms of Sorcery* magic expansion and a game master's screen.

• Flying Buffalo wants to end your topping indecision with **pizza dice**, available now. This consists of a meat die and a veggie die that you can roll to determine what extras to order on your li'l slice of gustatory heaven.

Flying Buffalo's latest **"Citybook"** is *King's River Bridge*. Available now, this fantasy roleplaying sourcebook costs $14.95 and is the longest Citybook yet.

• Up for a little ***Global Survival***? If so, check out Avalon Hill's strategy game based on today's global economic and political situations.

Avalon Hill gives you the chance to run an airline in ***Air Baron***, a new game with a suggested retail price of $30. Other current Avalon Hill releases include *Kampfgruppe Peiper II* ($40) and *Hannibal: Rome vs. Carthage* (also $40).

• Infinite Imagination bills ***Quest for Power*** as a "game-masterless roleplaying experience." The first quest in this roleplaying card game, *Darkness in the Light*, is due this summer.

• Does **Bazooka Joe** blow you away? Maybe now it can be the reverse with Topps' 1996 Bazooka Baseball trading card set, which features a sandlot baseball game designed by Companion Games.

Spheres of Ascension Changes Name

In reaction to claims of copyright and trademark infringement by White Wolf Game Studios, Virtual Magic has changed the name of its collectible card game from *Spheres of Ascension* to *Spheres Tarot*.

White Wolf President Steve Wieck said that the name change would "put an end to the issue."

After Virtual Magic's initial ad campaign for its mail-order-only CCG, White Wolf called the game "confusingly similar" to its own *Mage: The Ascension* ("White Wolf Investigates Virtual Magic," "*InQuest* News," *InQuest* #15).

In a press release announcing the name change, Virtual Magic spokesman Colin Vere said the company didn't believe the game infringed upon White Wolf's copyrights and trademarks but wanted to avoid "turning this enchanting card gaming industry into a misery of lawsuits and corporate sabotage."

Vere also noted that the developers of *Spheres* were unaware of the existence of *Mage: The Ascension* until the second edition of White Wolf's product was advertised in November 1995. He said the only similarity between the two games "is that both deal with the genres of magic and tarot cards, but these are, of course, public domain."

Because of the name change, Virtual Magic has discarded its current production of *Spheres* and new decks are being made. Vere said that all delayed orders would be filled free of charge to avoid complaints.

—Patrick Daniel O'Neill

Spheres Tarot™ & © Virtual Magic

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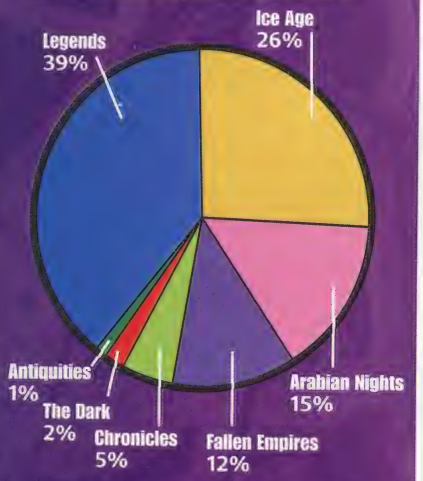
IQ news

MAGIC DISSECTED

Just before *Alliances* came out, ***InQuest*** decided to get a reading on the most popular *Magic: The Gathering* expansion to date. We used our Wizard World forum on America Online (keyword: *InQuest*) to find out.



One fan summed up the case for *Legends* with this comment attached to his vote: "*Legends* had the four most important things for a *Magic* expansion: size, playability, uniqueness and prominent cards."

MAGIC UPDATES

RESTRICTED: The Duelists' Convocation has restricted Land Tax in Type II tournament play.

RULING: For cards that say "Do X to do Y," X is in almost all cases now defined as a cost, and as such something with which other players cannot interfere.

For example, Hand of Justice says, "Tap three target white creatures you control to destroy any target creature." Here "Do X" is "Tap three white creatures you control" and "do Y" is "destroy any target creature." In the past, your opponent could tap one of your creatures with an Icy Manipulator to prevent it from activating the Hand. Now, since the three creatures are tapped to pay a cost, your opponent can't stop it with the Icy or by any other means.

Costs also include such things as paying mana, removing counters and sacrificing cards or tokens.

This ruling also affects some of the combos players were using with Library of Leng. If a spell says, "Discard a card to do Y," discarding a card counts as a "Do X" cost. Cards must be placed in the graveyard to activate the Y effect. In the past, before the card-discarding was considered a cost, players used Library of Leng's ability to discard cards to the top of a deck library.

—Beth Moursund

Battlelords Kaput For Now

New Millennium Entertainment's *Battlelords* collectible card game is, if not dead, definitely in full retreat. However, New Millennium itself survives and may rally the remnants of its science fiction game for a second assault on the hotly contested CCG front.

The game—positively reviewed in "On Deck," *InQuest* #8—is still available for sale, but no new cards are being printed.

"*Battlelords* is a very good game but success and failure of a product can be a matter of timing as much as anything," said Alex Jurkat, designer and spokesperson for *Battlelords*.

According to Jurkat, when *Battlelords* came out last year, it was competing not only with high-profile games like *OverPower* and *Highlander* but also with strongly backed products like *Guardians* and *Shadowfist*. With the consumer dollar able to stretch only so far, *Battlelords*' initial momentum died.

All is not doom and gloom for New Millennium. Its new roleplaying game, *Conspiracy X*, is thriving, and NME hopes that its success will provide it with the finances to resurrect *Battlelords*.

Battlelords' first expansion, *Genesis*, was nearly ready when New Millennium canceled the game.

—Jim Trunzo

Flash Gordon Returns

This September Hearst Entertainment, which has owned the Flash Gordon license for more than 60 years, will bring its classic comic hero back to TV in a new syndicated show, "Flash Gordon: The Animated Series."

Pitting Flash and his high-tech weaponry against his old enemy, Ming the Merciless, the series follows Flash and his friends—best buddy Dale Arden and the rebel group Team Flash—as they struggle to bring peace to the alien world Mongo. The show is set to air in over 100 countries this fall.

Flash "was one of the original action-adventure heroes," said Hearst Animation Productions Vice President of Marketing Steve Herman. "Everybody knows the name. It's part of American culture."

Herman promises that this Flash will "remain faithful to the original concept." However, he'll receive a facelift for his 1996 audience. This Flash is a teenager whose space-age gadgetry goes far beyond the futuristic creations of his 1930s inventor, Alex Raymond. Asked about the changes, Herman said that children find it easier to relate to the more youthful "brash and hip" Flash.

Coinciding with the start of the 26-episode series, Playmates Toys will release a number of new action figures. Other Flash products ready to hit stores include collectible trading cards by Upper Deck (for release next spring) and a new comic book deal with an as-yet-unnamed publisher.

Fans can also look forward to the release of a new live-action Flash Gordon motion picture in summer 1997. Steven DeSouza ("Die Hard," "Die Hard 2," "48 Hrs") will script the as-yet-uncast film for Sony Tri-Star.

—Teeuwynn

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E3 Report

Publishers unveil the best and brightest new video and computer games at the world's biggest arcade

By Marc Shapiro

"SO MANY GAMES! SO LITTLE TIME!"

That cry was often heard during the Electronics Entertainment Expo at the Los Angeles Convention Center this past May. On hand for this combination of a three-ring circus and Dante's Inferno were more than 400 companies displaying more than 1,700 new titles.

Round any corner and there were games to play. Turn around and you were likely to see pop culture types as diverse as former pro football player Terry Bradshaw, legendary Marvel honcho Stan Lee and older-than-dirt shock rocker Alice Cooper touting software with which they were involved.

Companies like Nintendo, Sega, PlayStation, Acclaim and others put on a big visual feast, presenting larger-than-life booths, banks of games, and more lights, cameras and action than you could shake a joystick at. Needless to say, when the dust settles you'll find tons of science fiction, fantasy and action games to pine for.

Sony PlayStation

Real-time flight simulation and Klingon and Romulan adversaries highlight *Star Trek: Starfleet Academy*, in which you pilot the U.S.S. *Enterprise* through various missions *en route* to graduation. Featuring appearances by original "Star Trek" characters Kirk, Chekov and Sulu, this game is available in late '96 from Interplay (price to be announced). Also available for Windows 95.

A hot war breaks out on a cold planet in Fox Interactive's *Aliens vs. Predator*. You can play an Alien, Predator or Colonial Marine. It's a thrills and chills romp complete with 3-D graphics, bone-chilling sound and buckets o' blood. Available in early 1997 for PlayStation, Sega Saturn and Windows 95 (cost to be determined).

You're Earth's last hope (that's a frightening thought) in *Independence Day*, based on this summer's alien invasion blockbuster film. Take your fighter jets to the skies and blast the alien bastards before they fry the world! Flight simulator capability, 3-D graphics and outrageous alien weaponry are among the highlights. Fox Interactive will ship this for the holidays (cost to be determined). Also intended for Sega Saturn and Windows 95.

The *Die Hard Trilogy*, based on the three slam-bang films, lets you drive fast, fire big guns and waste terrorists. Three big Fox Interactive adventures, all rolled into one (for $54.98) this August. You can get it for Windows 95 and Sega Saturn in September.

TOP: Independence Day;
BOTTOM: Die Hard Trilogy

Star Trek: Starfleet Academy

Sega Saturn

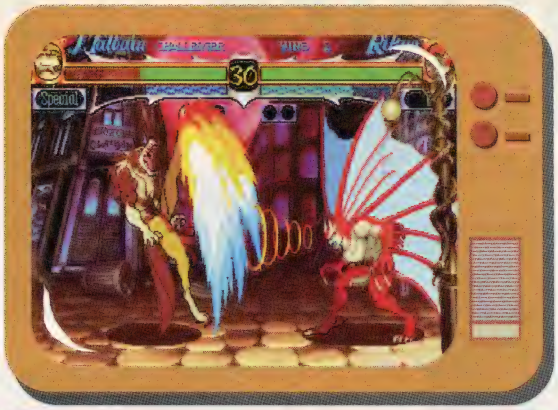
If you can't get enough acid-blooded aliens, sink your claws into the *Alien Trilogy* ($54.95). You're Ripley (guys too) through more than 30 different levels of play capturing the bloody high points of the three movies. Available this summer from Acclaim. Also for PC CD-ROM.

Set in the world of *Advanced Dungeons & Dragons, Iron and Blood* ($59.99) features gargoyles, werewolves, gladiators, goblins and wizards. Join in medieval battle and risk death by weapon, magic, tooth, claw and tail. Available from Acclaim in September. Also for PC CD-ROM.

Choose your world, your alliance and your weapon in *Dragon Force* ($62.99), coming from Working Designs in July. Equal parts strategy and full-out real-time battles, with as many as 200 characters on the screen at one time!

In Working Designs' *Shining Wisdom* ($67.99), out now, dreams and monsters play a major role in warrior son Mars' attempts to win freedom for the Odegan Empire from the forces of the horrifying Four Terrors.

Mutating alien babies are on the loose in *Area 51* ($59-$79), and the top-secret



Night Warriors: Darkstalker's Revenge

Staar team must destroy them or die trying in this Williams Entertainment big bang due in September.

The Williams stable has already unleashed *Mortal Kombat 3* ($59-$79), with original fighting skills, lethal combinations and dead bodies piling up like cordwood.

The Dark Hunter and The Chinese Ghost wade into monster-fighting mega-action in *Night Warriors: Darkstalker's Revenge*, which pits 10 fighting types from previous incarnations of this Capcom game against all manners of evil. Available now for $64.95.

Ryu, Sagat, Birdie and a whole lot of other fighting folks return to the battle in *Street Fighter Alpha 2* ($65.95), due from Capcom in late '96. This punch-up boasts multiple layers of scrolling, additional moves and combinations for each character, and a way to create new attacks. Also for Sony PlayStation in the fall.

Windows 95

The skinny on Fox Interactive's *The X-Files* is that it's a gas, gas, gas! Developed with the Fox TV show's creator, Chris Carter, it offers new footage with stars David Duchovny and Gillian Anderson. This CD-ROM also features something called Virtual Cinema that'll allow you to get into Mulder and Scully's database, examine clues and interact with characters from the show. Cost is pending, but look for this puppy in mid-'97. Also available for Mac. (For a preview of the new *X-Files* collectible card game, turn to "Unmasking 'The X-Files' " on page 36.)

It's sold more than a billion cards worldwide; now *Magic: The Gathering* (cost and shipping pending) is being readied by Acclaim for a real-time game of strategic combat. Game play will include a deck of interactive cards and more 3-D computer animation than you'll ever believe. You've been warned.

You're the Starfleet officer who must save the Federation from the dreaded Borg in *Star Trek: Borg* ($59.95) from Simon & Schuster Interactive. This four-CD package contains 90 minutes of original footage. Available for Windows 95 in November 1996 and for Mac in April 1997.

Simon & Schuster is also preparing *Star Trek: Klingon* ($69.95), which follows a young Klingon through his Rite of Ascension. "The Next Generation"'s Jonathan Frakes directed 90 minutes of original footage for this program. Same availability and release dates as *Star Trek: Borg*.

Captains Kirk and Picard team up to defeat the evil Soran in *Star Trek Generations*, which offers a mix of first-person action sequences, ship-to-ship encounters and lots of "Star Trek" thrills and suspense. Based on the 1994 flick, this Interplay product will be released in December (cost not yet set). It's also in development for Sony PlayStation.

"Evil Dead" actor Bruce Campbell voices the ultimate warrior—Finn, who's half-man, half-shark—in the mondo-agresso blast-away *Cold Blooded* from the hardcore folks at 7th Level. Your mission, should you choose to accept it? Bring peace and harmony to a mutilated universe and tell a pack of warring gods where to get off. And be home by dinner time! Available in September (price to be determined).

Cold Blooded

Are you ready to tempt the sex-starved ladies of Castle Anthrax? If so, then you might just be up to the rigors of *Monty Python and the Quest for the Holy Grail* ($49.99) from 7th Level. This brain-busting assortment of logic puzzles, games, clues and out-of-whack medieval scenarios is currently available.

Lord Ironfist's sons take up the sword as civil war once again threatens Enroth in *Heroes of Might and Magic II: The Succession Wars* ($59.95) from New World Computing. This December release features new characters, large supergraphic battlefields and quests, spells and magic at every turn.

Travel deep into the bowels of Hell, fighting the powers of evil and darkness in *Diablo* ($50) from Blizzard Entertainment.

Monty Python and the Quest for the Holy Grail

This game features battle net action that allows players free access to multiplayer play over the Internet. Out in August.

Nintendo 64

Star Wars: Shadows of the Empire ($79.95), from the Nintendo creative mine, reunites Luke, Leia, Chewie, Darth Vader and Boba Fett and adds a new hero, dashing pilot Dash Rendar. This complex action-adventure tale features double-crosses, deceit, heroism and all that good stuff as well as numerous opportunities to blast the forces of evil into another galaxy. Available in September.

Macintosh

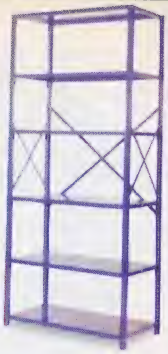
The highlights of Blizzard Entertainment's *Warcraft II: Tides of Darkness* ($50) include fantasy combat on land and sea and in the air against dragons and death knights. Available this summer.

Marc Shapiro is a freelance writer who lives somewhere on or near the fabled "Left Coast."

ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

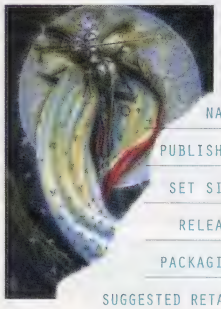
By Matt Forbeck



TM & © Pioneer Entertainment

NAME: **Ani-Mayhem**
PUBLISHER: Pioneer Entertainment
SET SIZE: More than 150 cards
RELEASE: July 1996
PACKAGING: 75-card starter decks; 9-card booster packs
SUGGESTED RETAIL: $8.98 per starter deck; $1.98 per booster pack

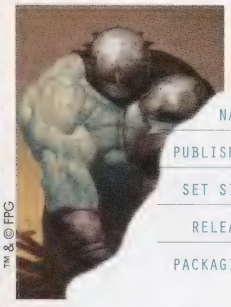
Here's the Deal: The folks at Pioneer Entertainment, a division of the electronics company, own or have access to a great deal of anime, and they've decided to make the first full-release anime-based CCG out of it. Each card uses art lifted directly from films like *Tenchi Muyo, El Hazard: The Magnificent World, Bubble Gum Crisis* and *Ranma 1/2*. The game can be played by one (yes, solitaire!) or more people. Look for exclusive promo cards packed into Pioneer's upcoming anime laser disc and VHS cassette releases.



TM & © White Wolf

NAME: **Arcadia: The Wyld Hunt**
PUBLISHER: White Wolf
SET SIZE: More than 400 cards
RELEASE: July 1996
PACKAGING: Two kinds of 15-card packs
SUGGESTED RETAIL: $2.50 per pack

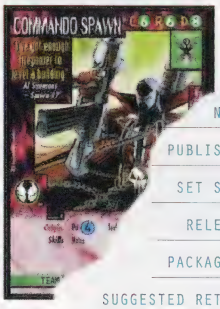
Here's the Deal: Based on White Wolf's *Changeling: The Dreaming* RPG (fifth and last of the "World of Darkness" series), *Arcadia: The Wyld Hunt* comes in two different kinds of foil packs: Character Packs and Story Packs. To play, each player must have at least one of each type of pack. Basic rules are included on extra cards in the packs. The game is more like an RPG or board game than a traditional CCG in that players adventure and complete stories in the course of play.



TM & © FPG

NAME: **Dark Age: Feudal Lords**
PUBLISHER: FPG
SET SIZE: 225 cards (including five chase cards)
RELEASE: July 1996
PACKAGING: 65-card starter decks including four special dice; 10-card booster packs
SUGGESTED RETAIL: $12.95 per starter deck; $2.45 per booster pack

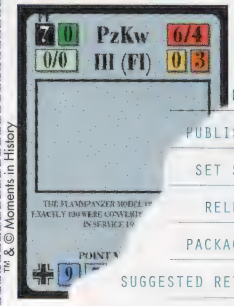
Here's the Deal: *Feudal Lords* is the first game in the *Dark Age* series of uniquely different yet compatible CCGs. The setting is a ghastly future in which players vie for control of the castles built on the ruins of our civilization. The game features artwork by Brom (also the game's co-creator), Tim Bradstreet and Dave Dorman, amongst others. Each deck comes with four specially molded dice and a sticker.



TM & © WildStorm Productions

NAME: **Image Universe**
PUBLISHER: WildStorm Productions
SET SIZE: 200 cards
RELEASE: July 1996
PACKAGING: 12-card booster packs
SUGGESTED RETAIL: $2.25 per booster pack

Here's the Deal: This second expansion for *WildStorms* (the CCG originally based on the characters from Jim Lee's corner of Image Comics) brings the rest of the characters from the Image Universe on board at last! Cards come from *Spawn, The Savage Dragon, Cyberforce, ShadowHawk* and *Youngblood* as well as WildStorm Productions comic books, and feature art by Todd McFarlane, Jim Lee, Rob Liefeld, Erik Larsen, Jim Valentino and Marc Silvestri. The chase set features cool characters from outside the Image Universe. Co-designed by yours truly.



TM & © Moments in History

NAME: **Tank Commander: Eastern Front Edition**
PUBLISHER: Moments in History
SET SIZE: 164 cards
RELEASE: July 1996
PACKAGING: 60-card deck
SUGGESTED RETAIL: $9.95 per deck

Here's the Deal: As the title implies, this CCG recreates World War II tactical armored combat in the European theater. The game is sold only in decks containing four levels of rarity, although you can expect more decks in the future. The rule book includes 10 different scenarios and a detailed example of play. It's designed for play by two players or teams, and it features full-color historical artwork.

TM & © Slag-Blah Entertainment

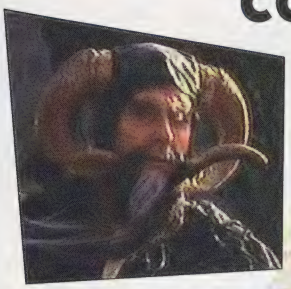
NAME: **XXXenophile**
PUBLISHER: Slag-Blah Entertainment
SET SIZE: 270 cards
RELEASE: July 1996
PACKAGING: 60-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $9.95 per starter deck; $2.25 per booster pack

Here's the Deal: The first full-fledged CCG with an adult (read: sexual) theme, *XXXenophile* is based upon Phil Foglio's adult comic book series of the same name. The game works well with two to eight people, with show-downs lasting 15 minutes and up. Among other notables, Phil Foglio, Anson Maddocks and Bill Sienkiewicz, all *Magic: The Gathering* luminaries, contribute art to this fast-moving game. Collectors note: There are no rare cards in this game, making it easy to build good decks quickly.

and now for something completely different...

MONTY PYTHON AND THE HOLY GRAIL

COLLECTIBLE CARD GAME



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"I traded my ring for two boosters" - B. Baggins
"I laughed so hard my sides hurt" - M. Spock
"Even the Dark Side pales compared to this card game" - D. Vader
"I'd trade a Black Lotus and two Moxes just for a chance to play" - really famous card game designer, Renton WA

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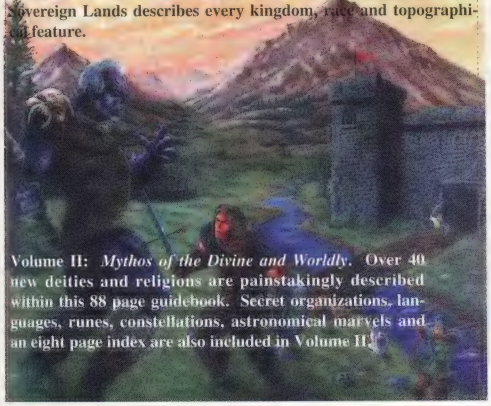

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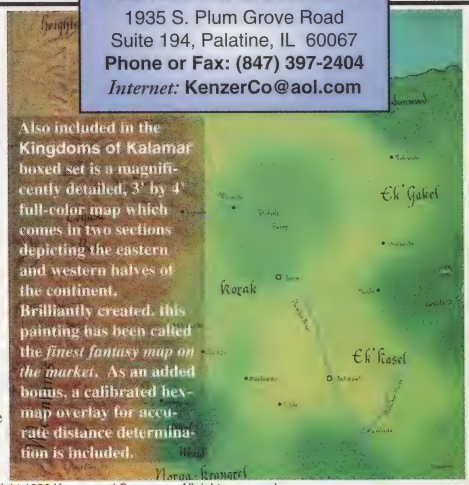

Also included in the Kingdoms of Kalamar boxed set is a magnificently detailed, 3' by 4' full-color map which comes in two sections depicting the eastern and western halves of the continent. Brilliantly created, this painting has been called the *finest fantasy map on the market.* As an added bonus, a calibrated hex-map overlay for accurate distance determination is included.

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KILLER DECKS

THE BEST IN TOURNAMENT-LEVEL *MAGIC* DECKS

Mother, May I?

By Jeff Hannes

If you've been keeping score, we've done nearly two dozen killer decks so far, and not a single one of them has been a permission deck. Oh sure, we've had some blue/white decks, but I'm talking about a serious permission deck, not that Control Magic and Justice crap.

So *InQuest* is long overdue for a killer denial deck, and with the two new counterspells in *Alliances* (Arcane Denial and Force of Will), it's high time we brought one to you.

Okay, now that we've cleared that up...a quick scan at the contents of this deck will show you two things. First, the deck is made up of cards from *Ice Age* and *Alliances* only. The two sets complement each other well, so you can expect this to become a pretty popular tourney environment.

The other thing you might have noticed about this deck is that it has 75 cards. That's right. We shot waaay over the 60-card minimum.

Why? Keep reading and you'll find out.

First things first: there are two ways to win with this deck, and both work pretty well. You can bring down your opponent with creatures, or you can run him out of cards. More often than not, you'll be able to nail down your opponent and finish him off with a Storm Elemental or Ivory Gargoyle, but if that doesn't happen, this deck is defensive enough to hold on until the bitter end.

With six creature-elimination cards, four artifact/enchantment removal spells and three Icy's, you shouldn't have too much trouble dealing with things in play. However, sometimes the best way to handle a problem is to simply not let it become a problem. Enter 11 counterspells...none of which are as limiting as a Power Sink or Spell Blast.

And what kind of things should you counter? That all depends on what your status in the game is and what other cards you have in your hand. If your opponent plays a Shambling Strider on the second turn, but you're holding an Exile, let him cast it and then toast the sucker for five life when it attacks.

On the other hand, if a big creature is about to come out and you have no defense in sight, stop it before it hits the table so you don't find yourself fumbling for a Swords to Plowshares over the next few turns. It's also important to always try and keep two mana available for a Counterspell or Arcane Denial, even if you don't have one in your hand. Even with the zero-cost Force of Will, nothing makes your opponent waver more than when you go out of your way to save two mana.

FORCE OF WILL: THE ULTIMATE COUNTERSPELL?

And if you do have a counter in hand? Well, it goes without saying that you should keep the mana available to use it. You may think it's worth it to tap out to play an Icy, but you'll think twice about that after your opponent Disenchants it.

DASTARDLY DENIAL DECK

BLUE

Spells
4 Arcane Denials
1 Browse
4 Counterspells
3 Forces of Will
2 Libraries of Lat-Nam

Creatures
2 Storm Elementals
3 Zuran Spellcasters

WHITE

Spells
4 Disenchants
2 Exiles
4 Swords to Plowshares

Creatures
3 Blinking Spirits
3 Ivory Gargoyles

ARTIFACTS

4 Helms of Obedience
3 Icy Manipulators
2 Sol Grails
1 Zuran Orb

LANDS

4 Adarkar Wastes
14 Islands
1 Kjeldoran Outpost
10 Plains
1 Soldevi Excavations

SIDEBOARD

2 Circles of Protection: Green
3 Circles of Protection: Red
1 Diminishing Returns
2 Glaciers
1 Jester's Cap
3 Loadstone Baubles
3 Reprisals

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Overall, be selective about what you counter. Never counter something you can get rid of with another spell in your hand, unless you have three or more counters at your disposal. If you're not careful, you'll get burned.

Now that we've finished that little lesson, let's move on. One of the most important elements of a permission deck (besides the counterspells) is card-drawing. If you don't have any cards in your hand, your opponent won't hesitate to blow you away with cheesy 15-point Fireballs.

The Elkin Bottle just doesn't cut it in a reactionary deck, so this deck comes fully equipped with Browse—a great enchantment that gives you a card for the same cost as a Jayemdae Tome *and* you get to choose from any of five cards.

ANCESTRAL TUTOR? MMM...SOMETHING LIKE THAT.

The drawback is that you have to remove the other four cards from your game, but this deck is built to handle that small problem. The larger deck size will let you use this ability enough to not have to worry about running out of cards, and the contents of the deck are so well-balanced that losing a particular card from your library won't prevent you from winning.

The Library of Lat-Nams and the Arcane Denials are also useful ways of drawing cards. Just don't be so eager to cast the Library that you leave yourself tapped out. (Unless, of course, you have a Force of Will handy.) You'll find that your opponent will usually let you draw three more cards instead of letting you search your library. Three cards for five mana...it's no Ancestral Recall, but hey, who's complaining?

If you've ever played a permission deck, then you're probably wondering why there are so many creatures in this version. The Blinking Spirits and the Ivory Gargoyles are great defensive tools, especially if you've got a Browse out to make sure you still get to draw cards. Even better, their special abilities don't work for your opponent if he gets control of one of them.

But sometimes passive defense is a little too, well, passive. That's why you've got the Storm Elementals. They may be tough to cast, but they're great in the late-game. They're Incinerate-proof and their special ability lets them shut down any opposing flyers that have eyes on blocking them.

The Zuran Spellcasters serve the dual function of plinking your opponent to death and knocking off annoying little elves, lumberjacks and Knights of Stromgald.

Another great way to get creatures is by using the Helms of Obedience, especially if your opponent's packing nasties like Balduvian Hordes and Johtull Wurms. The Helms also have the added bonus of cutting down the size of your opponent's deck, making it that much easier to run him out of cards.

Overall this is a very tough deck, both to play against and to play with. Having enough mana to do things with, while keeping control of the board, is crucial. Knowing *when* to cast spells comes with experience, but patience and perseverance will pay off. With a little bit of practice and a steady poker face, you can handle just about anything with this deck.

IQ Editor Jeff Hannes is a man who likes to be in control. Magic allows him this illusion.

THEME DECKS

THE NON-KILLER DECK

The Love Connection

It's the worst thing next to dying.

Your stomach cramps up. A cold sweat blankets your body. The ability to communicate intelligibly becomes a forgotten skill. It's called a blind date, and those of you who've been on one know what I'm talking about. But what's it like on Dominaria, the wondrous world of *Magic: The Gathering*? The same. Let's follow a young sorcerer out on his first blind date and observe the painful do's and don'ts of dinner-date etiquette...

Thallid ("We'll start with a salad.")
Thoughtlace/Channel/Fireball ("I'll have the Bleu Cheese dressing...")
Island/Fastbond ("...actually, make that Thousand Island.")
Thallid Devourer ("That was good. Hey, you gonna eat that cherry tomato?")
Blessed Wine ("We'll have your finest bottle of Mad Dog. And let me smell the cap.")
Homarid Warrior ("I think I'll go with the lobster...")
Psychic Allergy ("...no wait, I'm allergic to shellfish.")
Feast of the Unicorn ("I'll just have a steak.")
Bloodlust ("How do I want it? Mmm...rare.")
Burnt Offering ("Excuse me, waiter? I ordered this rare...")
Fork/Rust ("...and can I get a new fork? This one's dirty.")
Musician ("Wandering minstrel? This is a classy joint.")
Songs of the Damned ("You call that music? Beat it, song-boy!")
Fyndhorn Brownie ("Hoo-boy, I'm stuffed. Can I see the dessert menu?")
Time Bomb ("Ugh...I shouldn't have had that brownie.")
Inferno ("Man, I *really* shouldn't have had that brownie.")
Venomous Breath ("Sure I like Tic-Tacs. Why?")
Marsh Gas ("Why am I squirming in my chair so much? Uh...no reason.")
Force of Will ("NO...I'M...FINE. JUST...CONCENTRATING.")
Volcanic Eruption ("...uh...gosh, I wonder what that noise was.")
Stench of Evil ("...gee, I wonder what that smell is.")
Horror of Horrors ("Me? Nooooo...")
Word of Undoing ("Sooo...are you a natural blonde?")
Berserk ("Whoa, hey, relax! It was just a question.")
Invoke Prejudice/Hydroblast ("Hey...what are you doing with your wine glass? Hey...HEY!')
Misinformation ("*sputter* Uh...think we could get together again? Yeah?!? Great!")
Glyph of Delusion ("I think she liked me.")

—**Pat McCallum,** Editor-in-Chef

Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Stumper of the Month

Q: If you Clone or Doppelgang an Ivory Gargoyle and it goes to the graveyard, does the Clone or Vesuvan Doppelganger come back into play at end of turn?

—Louis Manko Levite, Bellevue, WA

A: Yes, because the return effect triggers when it goes to the graveyard (it's still a Gargoyle then). But this gets even weirder: You may not end up with a Gargoyle! Whenever a Clone/Doppelganger comes into play, you must pick a target for it to copy. So when your ex-Gargoyle Clone pops back out of the graveyard, you pick any creature in play and that's what you get. If there are no creatures in play, the return effect fizzles and the Clone stays in the graveyard.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

Q: On Elvish Bard, just what happens should an illegal block occur?

—Sandra Dietzel, Milpitas, CA

A: Elvish Bard only forces creatures who can legally block the Bard to do so. It's just like having a built-in Lure.

■ Can Energy Arc untap already untapped blockers?

Q: Can I use Energy Arc to untap my already untapped blockers to make them damage-proof? And if one of the attacking creatures has trample does the damage come through to me?

—Marcos Gouvea, Waterville, ME

A: Yes and yes. Energy Arc says "target creatures," not "target untapped creatures," so you could make your blockers damage-proof. If an attacker has trample, any spill-over damage would go through to you.

Q: Is the +1/+1 counter from Nature's Blessing permanent or does it only last until the end of the turn?

—*InQuest* staff

A: All of the effects from Nature's Blessing are permanent.

Q: If Phyrexian War Beast goes to the graveyard, can the land sacrificed be used in a different sacrifice as a fast effect?

—Steven Sulzby, Huntington Beach, CA

A: No. You can never satisfy two different costs with a single payment.

Q: Can creatures band with Deadly Insects?

—Daniel Sato, Riverside, CA

A: Yes. (And if a creature bands with Urza's Engine, the Engine can give it trample, since the Engine's ability isn't a targeted effect.)

Q: Is each player *required* to draw seven new cards by Diminishing Returns or can you draw fewer than seven?

—Paul Wood, New Mexico

A: Each player chooses how many cards to draw.

Q: A number of cards allow you to put creature cards into play on your side as if they were just cast. What does one do for creatures that have X in the casting cost, such as Rock Hydra?

—Richard Goodman, Cyberspace

A: X is zero if the summon spell wasn't actually cast.

Q: Can the alternate casting cost of a Force of Will be Sleighted?

—Peter Sundholm, Olympia, WA

A: Not usefully. Sleight of Mind can only target a spell being cast or a permanent. When the Force of Will is in your hand, it's not a legal target. Once you cast it, the cost has already been paid, and Sleighting it does nothing.

Q: What's the cost to Spell Blast a Force of Will if it was cast by discarding a card?

—Cindy Merritt, Chicago, IL

A: The casting cost is the amount of mana printed on the top right corner of the card, no matter how much or how little was actually paid.

■ How many times can you use the same Force of Will spell?

Q: If I use Force of Will's special ability to pay one life and discard a card instead of paying the casting cost, does that mean I get to keep Force of Will in my hand?

—*InQuest* staff

A: No. You're still casting the spell.

Q: Does the Kjeldoran Home Guard Deserter token come into play even if the guard has taken lethal damage during combat?

—Rob Jannill, Seattle, WA

A: You only get the token if the Guard is still in play at the end of combat.

Q: What color of mana does Balduvian Trading Post produce with a Mana Flare in play?

—Matt Saettler, Duvall, WA

A: The extra mana can be either red or colorless; you choose.

Q: I have a Sustaining Spirit out. Does this mean I can draw as many cards as I want with Necropotence without

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having to worry about dying?

—*InQuest* staff

A: No way. Sustaining Spirit only prevents damage. Necropotence causes life loss, not damage.

■ Get your calculators out for the Sworn Defender's variable power/toughness scores.

Q: Does Sworn Defender change the power and toughness at the bottom right corner of the card or the creature's total power and toughness?

—Daniel Sato, Riverside, CA

A: Just the numbers on the card. Enchantments, counters and such add on *after* that. A Sworn Defender with Holy Strength or Crusade is nasty!

Q: In *Alliances*, many of the cards give the opponent a token creature. Do these cards give the opponent both control and ownership of the token creature or do they just give him control?

—Scot Martin, Cyberspace

A: Just control. The "owner" of the token is whoever controlled the card at the time it created the token.

Q: Does Lim-Dûl's Vault work like Forgotten Lore, for which the casting decisions are made at announcement before the "interrupt window" opens? If so, is there any point to countering a Lim-Dûl's Vault?

—Dan Reynolds, Austin, TX

A: Unlike Forgotten Lore, Lim-Dûl's Vault doesn't target anything. All of the looking and life payments happen when it resolves. If you counter it, the library isn't touched.

Q: Can I cast a spell and then counter it twice? For example, I cast a Storm Crow. Can I then counter the Crow with two Arcane Denials? If so, wouldn't I then draw six cards during the next upkeep?

—Reed Kindt, Lethbridge, Alberta

A: Nice try, but no. Once a spell is countered, it's gone; there's nothing left for the second Arcane Denial to target.

Q: What happens if my opponent pays one colorless and blue mana to switch Phantasmal Fiend's power and toughness, and I respond by using the Sorceress Queen's special ability?

—Marcos Gouvea, Waterville, ME

A: The Fiend ends up as a 2/0 creature and dies. (But if your opponent has enough mana, he can respond to your response by switching it again to make it 0/2.)

Q: Does Martyrdom allow you to redirect damage done to everything including yourself and creatures to a single creature, or just damage done to you?

—Nathan Barnett, Cyberspace

A: You can redirect damage done to any number of creatures or players, no matter who controls them and no matter who did the damage.

Q: Is the sacrifice from Dystopia considered to be targeted by the choosing player? Hence, will it kill an Autumn Willow or can its owner claim that she is immune since she can't be targeted?

—Paul Wood, New Mexico

A: Sacrifice isn't targeted. If the only green or white permanent you control is Autumn, kiss her goodbye.

Q: How much fun would it be in a "no sleeves allowed" tournament to force people to shuffle their Moxes and Lotuses over and over again with Soldier of Fortune?

—Paul Wood, New Mexico

A: You're sick, Paul. Real sick.

Q: I play a Kjeldoran Outpost. My opponent reacts by playing Magical Hack to change Plains, to Mountains and I don't have any Mountains in play. Do I still have time to sacrifice one of my Plains, or do I have to bury my Outpost?

—*InQuest* staff

A: Lands aren't spells; there's no way to interrupt playing a land. By the time it's legal to cast the Hack, the Outpost is in play and you've already sacrificed. Hacking it just wastes the spell.

Q: At what point do I check the power of the Phyrexian Devourer to see if it is to be buried? Can I pump the creature up during an attack and inflict damage to the opponent or his creatures?

—Pat Young, Cupertino, CA

A: Any time the Devourer's power reaches seven or greater, it's immediately buried. (Yes, you can kill one by casting Righteousness on it!) If this happens before the damage-dealing step of an attack, the Devourer won't get to deal any damage.

■ Can a Kjeldoran Pride be switched onto an Autumn Willow?

Q: Can Kjeldoran Pride be switched onto an Autumn Willow?

—Marcos Gouvea, Waterville, ME

A: Yes, since the effect doesn't target her—only the enchantment targets her, and it's not a spell any more. It works just the same as if you were using Crown of the Ages to move the enchantment.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS % ***InQuest***
151 Wells Ave., Congers, NY 10920
Include your full name, mailing address and phone number.

SPOTLIGHT:

NETRUNNER Stumpers

Q: When a Runner breaks into a data fort and steals or trashes the contents, does the fort go away?

A: No, the empty fort stays there. The Corp can install another node or agenda in it later—preferably after beefing up the ice a bit!

Q: Can you score the same agenda more than once if you have multiple copies of it in your deck?

A: Yes.

Q: If a Runner makes two runs on HQ, does he get to look at two different cards?

A: If the first card isn't an agenda and the runner doesn't trash it, the Corp player shuffles it back into his hand. The second run might access the same card again.

Q: Several of my wall-breakers say to remove bits from stealth cards. Do I have to have a stealth card installed to use these?

A: Nope. The "noisy" breakers make it tough to sneak in quietly, but if you weren't trying to be quiet in the first place, you don't care.

Q: What good are the Sysop cards? Once they're installed, can't the Runner just avoid accessing them?

A: Not if he wants anything from that fort. Whenever a Runner accesses any card in a fort, he automatically accesses all the upgrades on the fort, whether he wants to or not.

Q: I have Shredder Uplink Protocol installed, which lets me make a run on the Archives and treat it as a run on HQ. If I play a prep that says to make a run on HQ, can I use the Uplink Protocol with it and run on Archives instead?

A: No, you can't combine actions.

Q: Since Virus Test Site deals damage whenever it's accessed, why would anyone ever pay to rez it?

A: It does more damage if you rez it. Rezzed, it does two net damage for every advancement counter. If you don't rez it, or if the Runner accesses it in R&D or HQ, it just does one net damage.

Q: If Ice Transmutation is used on a Black Ice card and then the Runner uses Anonymous Tip to derez it, does it keep the extra subroutines or revert back to the original version next time it's rezzed?

A: Since it didn't actually leave play, it keeps them.

Special thanks to Marc "Sparky!" Schmalz for help with these Stumpers. For additional answers to *Netrunner* Stumpers, e-mail questions@wizards.com or call the Wizards of the Coast customer support line at (206) 624-0933.

—Beth Moursund

UP YOUR SLEEVE

Surprise strategies for unappreciated *Magic* cards

Helm of Obedience

By Jeff Hannes

The focus of this month's "Up Your Sleeve" is the Helm of Obedience. Easily one of the most powerful cards in *Alliances*, the Helm is a versatile card that fits in just about any deck.

The most basic use of this card is rather simple and straightforward. Sometimes those creatures lurking in your opponent's library get a little confused about where their loyalties lie. That's why you have to strap the Helm on them and make sure they realize who their *real* master is.

Odds are, if your opponent put a creature in his deck, he put it in with good reason. Granted, you won't always get a Serra Angel or an Ernham Djinn. Heck, sometimes you may get a Tinder Wall, but even Tinder Walls can block. Unless your opponent is packing Infernal Denizens and Demonic Hordes, the Helm will always help you more than it will hurt you.

Helm of Obedience
4
Artifact
X, Put the top card of target opponent's library into his or her graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X cannot be equal to 0.
Illus. Brian Snõddy

Helm of Obedience: the creatureless deck killer

However, using this ability of the Helm to its maximum effectiveness isn't as easy as just throwing four in your deck. Sometimes it helps to know what's coming before you activate the Helm.

There are tons of ways to look at the top of your opponent's library, and cards like Misinformation and Reinforcements can help assure that you're satisfied with the creature you end up bestowing your gift upon. Orcish Spy, Field of Dreams and Portent are just a few of the cards that'll let you get a sneak preview.

And if your opponent is using creatures that you find undesirable? How about using a Jester's Cap to selectively weed out the critters that aren't worthy of wearing the Helm?

But wait, there's more. Unless you're playing a rainbow deck, you may get a creature with a special ability you can't activate, such as the Soldier of Fortune. Fellwar Stones and Sol Grails come in handy for just such a case, so if you put some Helms in your deck, throw some of these in as well.

The Helm also works great in a creatureless deck. Use it with cards like Mishra's Factory and Jade Statue to always keep your opponent guessing whether or not to hang onto those Swords to Plowshares.

Want to use a single Helm multiple times? Try using it with a Xenic Poltergeist and Enduring Renewal. Before you activate the Helm, make it a creature with the Poltergeist. If you pull a creature with the Helm and the Helm goes to the graveyard, Enduring Renewal will send it back to your hand, setting you up to take yet another creature from your opponent.

Well, that about covers it for the Helm of Obedience, right? Wrong. The Helm is much more than a glorified Control Magic. The mere fact that you can use it as an instant makes it a powerful weapon.

Suppose you have a Llanowar Elf out and he's gleefully attacking you because you don't have any blockers. In case you need to be reminded, being at the mercy of a pansy elf is never a good thing. If you've got a Helm of Obedience out, you can find yourself a blocker.

Remember though, if you use the Helm during your turn and end up grabbing your opponent's Scaled Wurm, don't think he'll be so quick to attack. On the other hand, if you wait until your opponent has declared his attackers, you can use the Helm as an instant, grab the reigns of your newly acquired defector and then decide whether or not you want to crush that puny elf.

Now that we've dealt with that whole creature stealing issue...there's a whole other side to this card—a very dark and nasty side that slams cheese-heads. If you look closely at the wording of the Helm, you'll notice that it only goes to the graveyard when you pull a creature. Otherwise, it stays in play to be used again, and again, and again...get the picture?

Creatureless decks are rather popular, especially in Type I, but if you get out a Helm against a creatureless deck, things can get ugly in a hurry. "Oh, you're not playing with any creatures? I Millstone you for eight. Have a nice day!" With no creatures to put an end to the madness of the Helm, you can plow through your opponent's library in no time. If you really want to hurry things along, use cards like Spoils of Evil and Soldevi Adnate for a hefty mana boost to help you power the Helm.

Bottom line? The Helm of Obedience is a very versatile card with an incredible special ability, and you can do it all with colorless mana. Despite the top ten listing from last month, the Helm may very well be the best card in *Alliances*.

Jeff Hannes swears by helms and other forms of protection.

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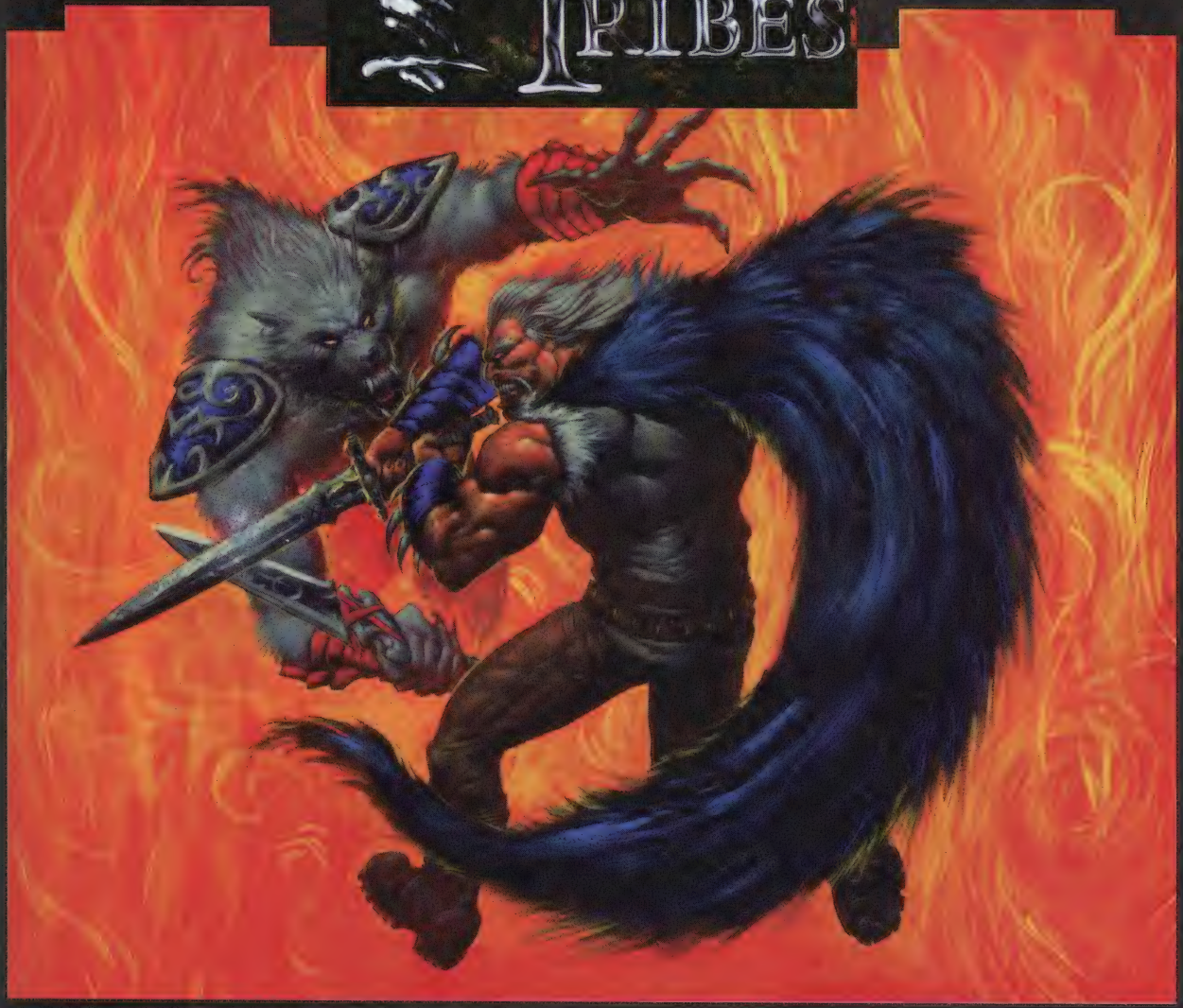
RAGE

LEGACY OF THE TRIBES



The might of the Silver Fangs. / The moots of the Shadow Lords.
The rites the Black Spiral Dancers. / The mysteries of the Garou.

THE LEGACY OF THE TRIBES.
FEEL THE RAGE THIS SEPTEMBER.

WHITE WOLF GAME STUDIO

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WORLD OF DARKNESS

SPACE ODYSSEY

SCI-FI THEME DECKS FOR *STAR WARS*, *NETRUNNER*, *STAR TREK* AND *DOOMTROOPER*

There are a million stars visible to the naked eye. There aren't quite that many sci-fi CCGs out there...but they're working on it. After traveling the galaxies, we've put together a bunch of your favorites, along with some pretty keen theme decks to go along with them. So if you're up to piloting an X-Wing or commanding the *Enterprise*, read on, space cadet...

In the struggle between the Light and Dark Sides of the Force, the Jedi Master has a secret ally: The Empire! The Empire's oppressive yoke succeeds only in planting the sparks of rebellion in the hearts of the people of many worlds. A skillful Jedi can fan these sparks into the flames of a revolution, changing a seemingly impregnable Imperial site into a Rebel stronghold. And that's just what this deck does...

Deck Tips

• **Early Advantage.** Force is always critical, but never so much as in the first few turns. The more Force the Light Side has, the more cards he can draw. And the more cards he draws, the more sites he can deploy for yet more Force, and the better the chances that the Light Side will draw and deploy Obi-Wan.

Remember, the object is to choke the Dark Side's ability to generate Force and hence his ability to deploy characters and ships in the early part of the game. The object is not to battle early.

• **Revolution.** An Effect that for three Force allows the Light Side to revolve any site or location on the table, reversing the text boxes and Force icons. The Death Star War Room is a common starting site for many Dark Side decks and a site just itching to be revolved. When revolved, the Light Side goes up by two Force and the Dark Side down by two. A four Force swing! In the late game, the Light Side can revolve one of his own sites such as Tatooine: Obi-Wan's Hut or Yavin 4: War Room to create a large Force drain at an easily accessible and controllable site.

• **Obi-Wan.** Obi-Wan's early arrival is absolutely critical to this deck. Without him, the odds of a successful Sense or Alter drop from automatic to around only 50 percent. His five Power, six Ability and special abilities are enough to swing most battles (barring the presence of his nemesis and former student, Darth Vader).

• **SoroSuub V-35.** Vehicles are perhaps the most underrated of all *Star Wars* cards. They allow either side to react to both drain and combat locations with multiple characters at a minimal Force cost. SoroSuubs are particularly good because the presence of Owen, Beru or Luke allows for free reaction of up to three additional characters to a critical battle or Force drain site. The ability to react allows the Light Side to spread out its forces without being destroyed piecemeal by the late deploying, but still powerful, Dark Side.

• **Talz.** Talz the ablative. Talz the altruistic. Talz the unbelievably useful. Talz has one power and a four forfeit, and can be sacrificed instead of a character hit by a weapon. And she only costs a single Force!

Deploy Talz with Obi-Wan and your other important characters, and they become practically immune to blaster fire and other weapon attacks from the Dark Side.

• **Alderaan**. If this deck has a weakness it is in space...and it is located here at Alderaan. The Light Side doesn't mind the Dark Side deploying and draining in space, as long as they're not doing it at the Dark Side Alderaan. So we've included this card, the only space location in the Deck.

• **Demotion**. Darth Vader is bad enough, but when he and Governor Tarkin get together all hell can break loose. Demotion is just the card to strip Governor Tarkin's special ability of denying the Light Side a Destiny Draw when in a battle with Vader. And should Tarkin be absent from the Dark Side's deck, unlikely though that is, the Light Side can use Demotion to demote Motti, Tagge or one of the minor Dark Side officers.

• **Rebel Characters.** One word: efficiency. The Rebel characters—Pops, Red Leader, Biggs, etc.—are included because they are efficient. At a deployment cost of two Force, the Light Side gets characters with two power, an average forfeit in excess of five and an ability of two. Sure their lore says they're pilots but the combination of two power and five forfeit makes these pilots hardy ground fighters as well. Use them in combat to protect the Light Side from a battle or two that went wrong due to a bad destiny draw, or a fortunate destiny draw by the Dark Side.

• **Combat.** Watch for the inevitable counterattack. Deploy and use the Beggar when the Dark Side begins stockpiling. Use your ablative Rebel Pilots as shock troops when the Dark Side finally does hit you. Do not deploy characters if you do not need to. Keep your most powerful characters (Obi-Wan, Luke and Han) together in vehicles to maximize your ability to react to the Imperial attack.

—Robert Seki and Trevor Dewey

Rebel Yell

Effects and Interrupts

4 Alters
2 Beggars
1 Demotion
2 Gifts of the Mentor
2 Jedi Presences
1 Nabrun Leids
3 Returns of a Jedi
4 Revolutions
4 Senses

Rebel Characters

1 Beru Lars
1 Biggs Darklighter
1 BoShek
1 Dutch
1 Figrin D'an
1 Han Solo
1 Jek Porkins
1 Kal' Falni C'ndros
1 Leesub Sirln
1 Leia Organa
1 Luke Skywalker
2 Obi-Wan Kenobis
1 Owen Lars
1 Pops
1 Red Leader
3 Talzes

Devices and Vehicles

1 Jedi Lightsaber
1 Obi-Wan's Lightsaber
3 SoroSuub V-35 Landspeeders

Sites

2 Alderaans
1 Tatooine: Cantina
2 Tatooine: Lar's Moisture Farms
2 Tatooine: Mos Eisleys
1 Tatooine: Obi-Wan's Hut
1 Yavin Throne Room
2 Yavin 4: Jungles
2 Yavin 4: Massassi War Rooms

NET RUNNER

THE RUNNER

The point of this deck is two-fold. First, access cards where you want when you want, regardless of where the Corporation is installing its ice. Second, make fewer, more effective runs on R&D and HQ. If you strike effectively, you'll catch the Corp player with his pants down and you'll be sifting through Agendas before you know it.

Runner Tips

• **R&D and HQ Interface cards.** These allow us to access more cards than usual. We're going to make fewer runs and try to make them count.

• **Broker, Short-Term Contract and Floating Runner BBS.** All these get us bits. Get the Floating Runner out as soon as possible because it's more effective the longer it's in play.

• **Crash Everett and The Short Circuit.** Lets us go through our stack faster and find the cards we need.

• **Technician Lover.** This truly elegant resource lets us see the top card of R&D so we know when to run.

• **Private LDL Access.** Run on HQ but access R&D, so you can avoid lots of nasty ice. Consider using Restrictive Net Zoning on HQ since this will help us make runs on R&D through HQ.

• **Shredder Uplink Protocol.** Allows us to run on Archives and treat it as a successful run on HQ. With the right hardware in play, this is devastating.

• **HQ and R&D Interfaces.** Allow us to access more cards per successful run.

• **Tycho Mem Chip.** Shredder Uplink Protocol is two MU, so we want to be able to have it and three 1 MU icebreakers in play at once.

Back Door Barrage

Resources
1 Access to Arasaka
1 Access to Kiribati
3 Brokers
1 Crash Everett, Inventive Fixer
1 Fall Guy
2 Floating Runner BBSs
4 Restrictive Net Zonings
2 Short Circuits
2 Short Term Contracts
1 Springboard
1 Technician Lover
1 Trauma Team™

Preps
2 Custodial Positions
2 Executive Wiretaps
2 If You Want It Done Rights
2 Livewire's Contacts
2 Private LDL Accesses
2 Scores!

Programs
1 Codecracker
2 Dwarves
1 Jackhammer
2 Loony Goons
1 Shaka
2 Shredder Uplink Protocols
1 Wizard's Book

Hardware
3 HQ Interfaces
3 R&D Interfaces
2 Tycho Mem Chips

THE CORPORATION

What we have here is what's commonly referred to us as a "tag and bag" deck—the point being to flatline the Runner rather than scoring seven agenda.

Corporate Tips

• **Main Office Relocation.** Increases our hand size, which can become vital since we need to hold some of our operations for combination use when we tag the Runner.

• **Private Cybernet Police.** It's expensive, but the ability to trace a Runner for any given action is too sweet to pass up.

• **On-Call Solo Team.** Helps us get rid of our worst pests.

• **Code Gates and Walls.** While our primary objective is to flatline the Runner, we also need to make sure that we don't allow him free run on our files early in the contest. Walls and code gates will hold the Runner at bay early on in the game.

• **Hunter.** Allows us to trace the Runner and tag him or her if successful. Runners quickly learn to fear tags. It's also cheap, so if a daring Runner makes an early run, we can rez it and tag him fast.

• **Cortical Scrub, Zombie and Code Corpse.** They're expensive, and only in rare occasions will we be able to rez them early, but they all do brain damage, reducing hand size and making it easier to flatline the Runner.

• **Audit, Chance Observation, Datapool® and Trojan Horse.** Help us give tags.

• **Punitive Counterstrike and Urban Renewal.** Our main weapons. It may seem strange to have so few in the deck, but we'll seldom need more. A Runner taking that much damage is going through his or her stack very quickly and discarding vital cards.

—Kevin Maples and Marc Schmalz

Body Bag Blues

Agenda
2 Corporate Coups
1 Detroit Police Contract
2 Main Office Relocations
1 Marine Arcology
1 On-Call Solo Team
2 Private Cybernet Polices

Ice
1 Code Corpse
1 Cortical Scrub
2 Data Walls
3 Hunters
2 Keepers
2 π in the 'Faces
2 Scrambles
1 Wall of Static
1 Zombie

Operations
2 Accounts Receivables
2 Audits of Call Records
2 Chance Observations
1 Closed Accounts
1 Datapool® by Zetatech
2 Efficiency Experts
2 Night Shifts
1 Power Grid Overload
2 Punitive Counterstrikes
2 Trojan Horses
3 Urban Renewals

Nodes
1 Braindance Campaign
2 Departments of Truth Enhancement
2 Rockerboy Promotions
1 South African Mining Corp

Star Trek: The Next Generation

If you always thought a *Star Trek* deck was either an unstoppable killer deck, or a "theme" deck nobody could win with, this deck proves the contrary. The basic concept is not having to worry much about your opponent, but surprising him every game (and thus proving that Wesley really can save the day).

Deck Tips

• **The Missions.** The key to a fast start is having Missions you can complete with few personnel. So, included in this deck are three Missions achievable by one lone character (Data, Beverly Crusher and Wesley Crusher respectively) and three that need two characters (Geordi La Forge + Wesley Crusher or Jean-Luc Picard + Wesley Crusher). You can seed your outpost anywhere and keep your opponent guessing wrong with Outpost Raid.

• **The Dilemmas.** The Dilemmas have been grouped into six pairs (for opponent's Missions, in the listed order) and a foursome you'll want to seed under any Space Mission close to the end of the spaceline. The four actually form a secret seventh mission with requirements Navigation x2 + Diplomacy + Lakanta worth 30 points. The six pairs nearly always consist of a killer and one that stays around until overcome, thus delaying your opponent for some turns.

• **The Artifacts.** The Cryosatellite (loaded with three Alternate Universe personnel) is included to help out when your good crew is buried at the bottom of your deck. Together they have all the skills to make up a Wesley (sans Youth), helping you replace that key card. The Betazoid Gift Box is included towards the same goal. It is more vital than your Horga'hn, so put it at your outpost mission!

• **Crew Selection.** Along with Wesley's family (Beverly and Jack) and friends (Lakanta, Mendon, Geordi) I also included his nemeses (Satelk, Jol and Kolrami) and all decent dual-classification crew. This quickly builds teams that have one each of the primary classifications, thus you're capable of nixing more that 85% of all Dilemmas, as well as doing two Missions plus your "hidden mission."

• **Defense.** You don't really need to worry about most Dilemmas or anything else your opponent might do. Just keep your counter-cards for specific card plays. Goddess of Empathy helps you out against nasty–stopping Rogue Borg and Temporal Rifts when you start flying around. Klim Dokachim and the Static Warp Bubble are the implementation of the "cards my opponent does not have cannot hurt me" concept. Nutational Shields helps your abundant Engineers against trigger-happy Klingons and Borg. While Q2 defends your important Events against an ill-placed Kevin Uxbridge. Finally, your own Kevin is mainly included to get rid of any Event that might force you to discard from your hand (as you'll need all the cards in your deck).

• **Nasty surprises.** Wesley's strength is coming up with surprising ideas at the wrong moment, and this deck incorporates the same concept. A Tama manned with Roga Danar + another non-aligned character can wreak havoc with opposing ships. The Destroy Radioactive Garbage Scow can, combined with a quick side-trip, eradicate all personnel your opponent might have on his outpost or a planet. Meanwhile, the Devidian Door is just an all-too-useful way of getting a crewmember to a location where your opponent does not want to see it. Add the "Hidden Mission" and the uncertain outpost placement, and you have a deck that'll keep your opponent guessing anew every time.

—Helge Blohmer

The Wrath of Wesley

Seed Deck

Missions
Evaluate Terraforming
Explore Dyson Sphere
Investigate Time Continuum
Repair Mission
Restore Errant Moon
Study Plasma Streamer

Outpost
Federation Outpost

Artifacts
Betazoid Gift Box
Cryosatellite
Horga'hn*

Personnel
Jack Crusher*
Lt. (j.g.) Picard*
Rachel Garrett*

Doorway
Alternate Universe Door

Dilemma
The Higher... The Fewer
Hologram Ruse

Male's Love Interest
Hidden Entrance

Firestorm
Alien Labyrinth

Barclay's Protoplasmic Disease
Shaka, When The Walls Fell

Female's Love Interest
Matriarchal Society

Nagilum
Radioactive Garbage Scow

Cosmic String Fragment
Null Space
Nanites
Cytherians

(*) Seeded with Cryosatellite

Draw Deck

Personnel Federation (9)
Beverly Crusher
Data
Geordi La Forge
Jean-Luc Picard
Mendon
Satelk
Sirna Kolrami
Wesley Crusher
Worf

Personnel, Non-aligned
Etana Jol
Lakanta
Roga Danar
Vekor

Ships, Federation
Runabout
U.S.S. Enterprise

Ships, Non-aligned
Tama

Doorway
Devidian Door

Events
Goddess of Empathy
Kivas Fajo-Collector
Klim Dokachin
Nutational Shields
Red Alert!
RES-Q
Static Warp Bubble
The Traveler: Transcendence

Interrupts
Destroy Radioactive Garbage Scow
Distortion of Space/Time Continuum
Kevin Uxbridge
Palor Toff-Alien Trader
Q2

DOOMTROOPER

Blitzkrieg!

Fortifications
2 Cardinal's Banks

Relics
2 Archetypal Timepieces
2 Armors of the True
2 Fragments of the True Chip

Specials
2 Ages of Catastrophe
3 Divine Inspirations
4 Eternal Curses
5 Expedite Requests
2 Fourth Directorates
5 Gifts of Fate
5 Hidden Caches
5 Inspireds
4 Loot and Pillages
2 Manifest Destinies
5 Miscommunications
4 Positive Karmas
1 Reassignment
5 Sabotages
1 Secret Assassin
2 Undercover Agents

Warriors
2 Staff General Constance Romanovs
3 Vac Engineers

Sideboard
1 Cleansing Flame
2 Dark Visitations
1 Double Duty
2 File Transfers
3 Fizzle/Reflections
4 Grizzly Battletanks
2 Repentances
1 Retraining
2 Snipers
1 Spy in the Ranks
2 Transfers
1 Wave of Righteousness

Dark Legion decks got you down? Tired of being denied equipment or Repentanced into oblivion? It's time to turn the tables and hit 'em where they ain't. Power is always good, but speed? Speed is the ticket! Combining them both is a great advantage, no matter what your opponent is playing. And that's just what Blitzkrieg! does...

Deck Tips

• **Grizzly Battletanks**. The Loot and Pillage card makes it possible to use these as the main warriors. No need to mess around with Dragoons to bring these monstrosities into play, and you free up five card slots by getting rid of the Dragoons and moving your tanks to the sideboard.

• **Loot and Pillage.** Three actions and this card is the only thing required to get the Tank, and it's also a handy way of getting the 20 Destiny to bring out your Corporate Leader (see below). Combined with an Inspired, you should still have actions left to wreak havoc!

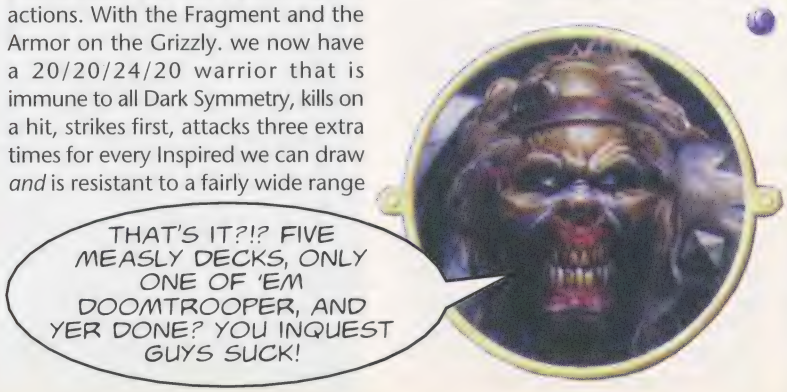
• **Relics.** If the Tank wasn't tough enough by itself, you can make it even tougher by attaching a Fragment of the True Chip and an Armor of the True Assassin! Use Vac Engineers to give the Tanks Cybertronic Affiliation so they can use the Fragment. This also allows them to benefit from Eternal Curses which ward off those nasty special cards, common in the new *Mortificator* expansion.

• **Staff General Constance Romanov.** He's the hinge-pin about which the entire deck revolves. First, Romanov prevents your opponents from attacking for free Promotion if you get a bad early draw (we could usually get out both by the third round), and most importantly, allows you to attack with all of your Inspired actions. With the Fragment and the Armor on the Grizzly. we now have a 20/20/24/20 warrior that is immune to all Dark Symmetry, kills on a hit, strikes first, attacks three extra times for every Inspired we can draw *and* is resistant to a fairly wide range of harmful special cards. Now to make the deck fast.

• **Hidden Cache.** With the combos required to get the above situation, moving a lot of cards through your hand is essential. Natural cards to include in any deck usually don't require actions, and with the ability to Expedite Request and Loot and Pillage, we shouldn't need extra "throw away" warriors like freelancers to keep the warrior ratio up. With a deck composition like this, Hidden Cache is the ticket. If you are not familiar with what I'm talking about, imagine drawing, playing five or six cards without using any actions or recouping those actions with Inspired cards, and then placing down a Hidden Cache. You now have a full hand and the ability to repeat the above as long as you can play cards and get Hidden Caches via Expedite Request, Gift of Fate, or preferably, just drawing them. The key is burning through the "play at any time" cards, using your "play as X actions" cards wisely and saving Hidden Caches for an instant refill. Don't be afraid to Gift of Fate or Expedite Request the cards that let you play on when you run out of actions (Inspired) or cards in your hand (Hidden Cache).

• **Card Substitutions.** If you only have one or two Loot and Pillages, an option with this deck is to ditch the Vac Engineers and the Fragment of the True Chip and go with the Dragoons (commons). If you are shy on searching cards, you can replace those with cards that require no actions and address the weaknesses of the deck: Fizzles or Reflection for the Art, Transfers or Natural Disasters for Venusian Jungles or Dark Visitations and Repentance for a great combo that discards Corporate Leaders.

—John Young and Dale Bloom



Play to win!

Ritual of the Machine
Sorcery
Sacrifice a creature to gain control of target non-black, non-artifact creature.
"Rumors persist of dark deeds performed in the depths of Soldev. When will Arcum heed the danger therein?" —Sorine Relicbane, Soldevi Heretic
Illus. Anson Maddocks

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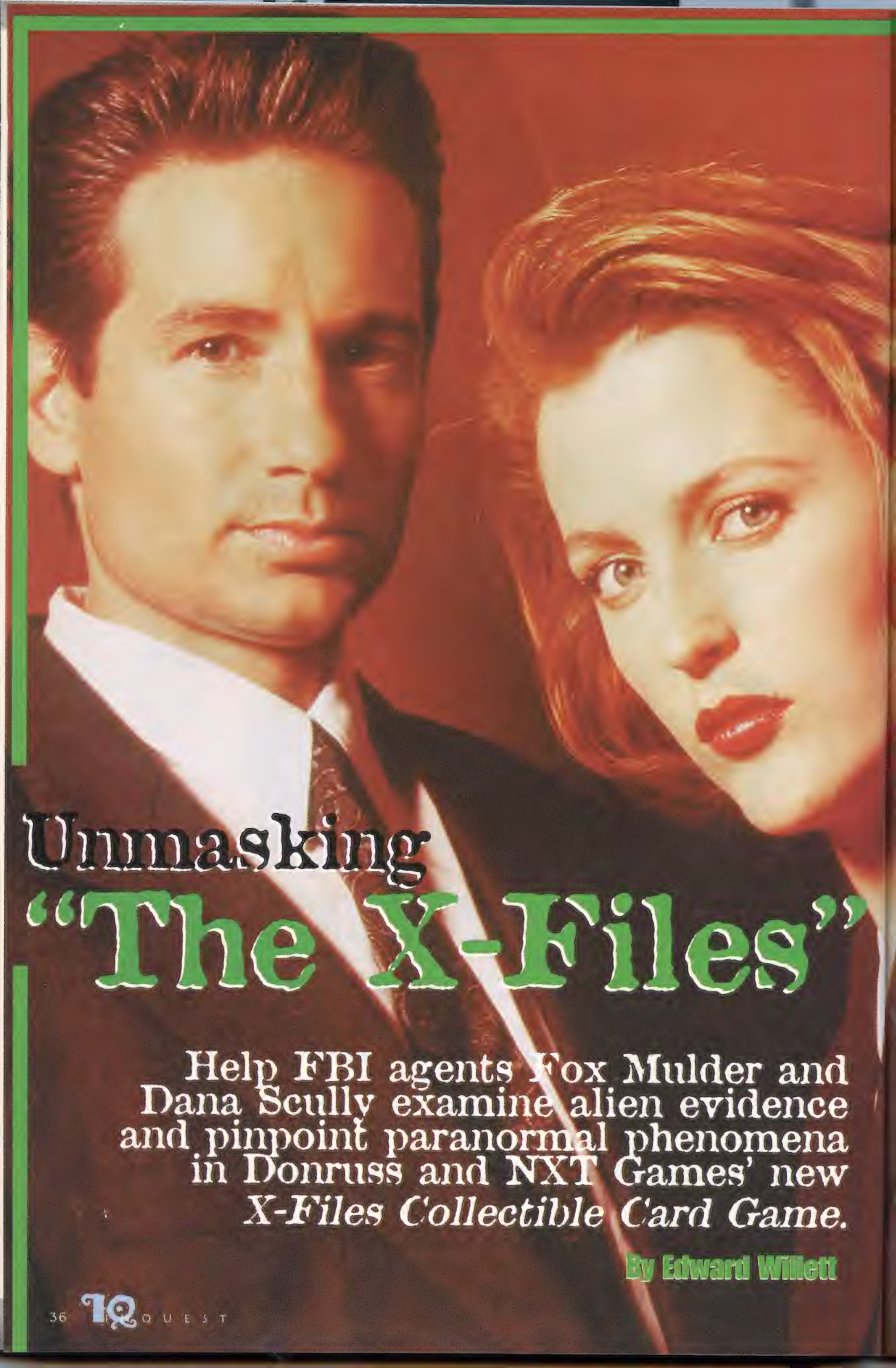

Unmasking "The X-Files"

Help FBI agents Fox Mulder and Dana Scully examine alien evidence and pinpoint paranormal phenomena in Donruss and NXT Games' new *X-Files Collectible Card Game.*

By Edward Willett

FBI Special Agent Fox Mulder crept cautiously down the dark alley. Ahead, a single lighted window cast glistening reflections on the black pavement—a window, he knew, that looked into the La Jolla, Calif., headquarters of the mysterious organization known as NXT Games.

He dropped to his hands and knees on the wet concrete and crawled until he was underneath the window. On the ground, a shadow moved across the window's rectangle of light as someone—or some*thing*—looked out. When the shadow vanished, Mulder slowly raised his head and peered inside the building.

Two men sat across from each other at a card table. Each held colorful odd-looking cards in their hands. More cards were arranged carefully on the table.

The man on the left picked up a card and held it up. Mulder's eyes widened.

There was a photograph of a face on the card.

It was his face.

Mulder slumped back against the wall, pulled out his cellular phone and dialed his partner. "Scully," he said, "You're not going to believe this. 'The X-Files' has been turned into a collectible card game. And we're in it."

It's hard to accept that your life's work has been turned into a game. But that's the risk you take when you're a fictional character—especially a character in one of the hottest shows on television.

For those of you who went out for chips three years ago and just got back, "The X-Files," which began airing in the fall of 1993 on the Fox network, follows the adventures of Federal Bureau of Investigation agents Dana Scully and Fox Mulder. The protagonists, played by Gillian Anderson and David Duchovny, respectively, investigate bizarre cases no one else will touch, involving everything from alien abductions to man-eating monsters in city sewers, and try to unravel a shadowy government conspiracy.

Although the agents often come into violent conflict with the objects of their investigations, it's mystery, not mayhem, at the core of the show's appeal.

When it came time to design *The X-Files Collectible Card Game,* Ron Kent and Duncan Macdonell of NXT Games had to decide how to maintain this atmosphere.

"It became quickly apparent that we didn't want to make this another kind of combat game where I attack you and you try to fend me off and you attack me," Kent says. For one thing, Fox really didn't want to see Mulder and Scully being killed off. Nor, in all likelihood, would the show's fans.

The solution was to make a game that focuses more on investigation than combat. Each player faces an "X-File" selected by his or her opponent. "You're trying to figure out who your opponent's X-File is, and you're using teams of agents to do it," Kent explains. "It's somewhat like *Clue,* somewhat like 20 Questions. Both of those games derive from deductive reasoning, and that's something that's common to every investigation."

How to Play

When you play *The X-Files*, you take on the role of an FBI official directing an investigation. Your deck includes agent cards, site cards, X-Files cards, event cards and witness cards.

To play a hand, you divide your table into a bureau section, a field section and a hospital section. You choose agents from your hand for your investigative team and pick out an X-File for your opponent to guess. You place that X-File face-down in the middle of the table. Your opponent does the same.

You deploy your agents in teams, assigning each team to a different section of the table. The next step is to draw seven cards. From those cards you play a site, or sites, and assign your agents to investigate each one. "From that point on you play events and witnesses to try to help your agents investigate that site. Your opponent will play creatures and events to try to hinder you from investigating that site," Kent explains.

Each site demands a skill level. "For instance, Lake Okobogee [from the first-season episode 'Conduit'] has a prerequisite alien investigation level of four-plus, which means you total up all of the alien-investigation skills of the agents you sent to that site; if it makes four or better, they get to go on with investigating that site."

Once a site is successfully investigated, you get to ask a question about your opponent's X-File. Each X-File has four defining characteristics and there are five categories within each characteristic (see below).

THE BOX

Name: The X-Files Collectible Card Game
Publisher: Donruss/NXT Games
Designers: Ron Kent and Duncan Macdonell
Genre: Science fiction/supernatural suspense
Set Size: More than 300 cards
Release: August 1996 (at the Gen Con Game Fair in Milwaukee)
Packaging: 60-card starter decks, 10-card booster packs
Suggested Retail: $8.95 per starter deck, $1.99 per booster deck

An X-File Typology

The object of The X-Files Collectible Card Game is to be the first to guess the identity of your opponent's X-File. Your agents help you do so by uncovering information about the defining characteristics of the X-File. Here are the four characteristics and the five possibilities within each type:

- **Affiliation:** Alien, government, evolutionary, primordial or occult
- **Motive:** Knowledge, survival, ideology, control or security
- **Method:** Subterfuge, possession, violence, manipulation or threats
- **Result:** Abduction, insanity, death, physiological or manipulation of evidence

—Edward Willett

Suppose you've successfully investigated Lake Okobogee; you put the completed site in your bureau pile and get to ask a question about the affiliation of your opponent's X-File. You might ask, "Is your X-File's affiliation alien?" If the answer is yes, you've eliminated all the government, occult, primordial and evolutionary X-Files. A glance at your printed list of X-Files shows you've narrowed the possibilities down to eight.

Successful investigation of another site allows you to ask, "Is your motive knowledge?" If the answer is yes, then the list is further narrowed to Alien Abductors or Brother Martin. Another question pins it down to Alien Abductors. After that, the next time you successfully investigate a site, you simply ask, "Are you Alien Abductors?," and you win. Multiplayer versions of *The X-Files* run along the same lines.

"The more intelligently you can ask questions, the faster you'll be," Macdonell says. "There are intelligent follow-up questions and there are less-intelligent follow-up questions."

Learning to play intelligently will take practice, but simply learning the game won't be difficult, Macdonell says. "You should be able to grab your deck, fly through the basic rules and start playing right away." Even the advanced game, he states, while more complex than, say, *OverPower*, is less complicated than *Magic* or *Middle-earth*.

The design team worked to create several valid deck-building strategies, Macdonell says. Each agent has skills that helps him uncover two of an X-File's four characteristics. For example, an agent's skill in alien investigation would help you deduce affiliation and motive but wouldn't help with method or result. Building a deck means selecting a proper mix of agent and bureau cards to nail down three characteristics.

Defensively, "you're going to target either things that prevent him from asking about certain characteristics or the skills that go after those characteristics," Macdonell says.

Being an "X-Files" fan isn't necessary, Macdonell adds, because the game doesn't require a knowledge of trivia. Whoever puts the most time into learning the game, not the TV show, will have the advantage.

> "[*X-Files* is] somewhat like *Clue*, somewhat like 20 Questions. Both of those games derive from deductive reasoning, and that's something that's common to every investigation."

Testing the Game

The process of testing and tweaking *The X-Files* began with its designers, included customers at San Diego game stores and eventually involved more than 50 play-test cells of varying sizes in the U.S., Australia, and Europe.

Beta testers received black-and-white cards created with ordinary computer equipment. "We can throw 'em away or we can write directly on the card," Macdonell notes.

Once people started playing the game, it quickly became apparent that creature cards were way too powerful.

"Certainly there are a number of occasions when Fox or Dana or Skinner or whoever have gone to the hospital because they've been beaten up," Macdonell states. "On the other hand, we didn't want it to be a combat game, so we had to tweak combat to where it was flavorful but not where the agents were blasting in all directions on every turn."

After the first effort to correct the problem, creatures became "completely useless." Now Macdonell thinks they've got the balance just about right.

Responses from play-testers can range from the brilliant to the...odd. On the brilliant side, one play-tester noted that in the original version of the game, the cards players were trying to identify were called "adversaries." "He wrote up and said, 'How come you don't call them X-Files?'" Macdonell recalls with a laugh. "We kind of looked around and said, 'Okay, let's call them X-Files.'"

On the other hand, another play-tester wrote in and "completely trashed" the game, then offered to redo it from scratch, fixing everything he thought was wrong with it, and send it in to them by the next weekend. NXT appreciated the offer but decided to stick with what it had.

One thing the designers expect to find out through the beta testing process is just how long a hand will last. Their best guess is that a basic game will take 30 to 45 minutes; an advanced game could go longer depending on what kind of decks players use.

Origins

Both Macdonell and Kent are longtime gamers. Macdonell says he started playing *Dungeons & Dragons* when he was only 8, in 1974, when the first three-book game set came out, and claims to have bought "every game since." In fact, he says, between them he and Kent probably have 3,000 to 5,000 games.

NXT Games grew out of an idea Macdonell had for a sports-based card game one day in August 1994 when he was folding laundry. "I recruited a bunch of my friends with a lot of game talent and started building an NFL card game and a Major League Baseball card game, play-testing it in Ron's store."

In February 1995 Macdonell con-

Photos courtesy of the Everett Collection

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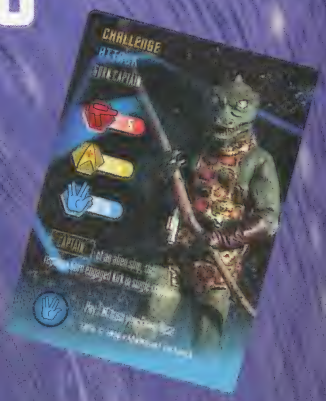

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tacted Donruss Trading Cards and signed an exclusive manufacturing contract and service agreement with them. *Red Zone* and *Top of the Order* came out last November. At that time Topps held the "X-Files" collectible card game license. Building on their momentum, NXT, Donruss and the graphics design firm NLS approached Topps about obtaining the license. Topps agreed to relinquish it and Fox agreed to pass it on to NXT.

The first thing Kent did was watch every episode from the first and second seasons. "I watch the show on a weekly basis, but I hadn't memorized every episode," he says. "One of the concerns that we had and that Fox had was that they wanted to make sure the game maintained the atmosphere of 'The X-Files,' so we had to become 'X-Files' experts."

The designers had to determine more than just game rules and atmosphere: For instance, would the stars be on common cards?

"You're going to get Scully and Mulder in hopefully just about every starter deck we put out," Kent responds. "We're going to reserve certain key events that happened in the series as the rare cards." The goal is to please those who want collectibility and those who "just want to play with Mulder and Scully."

But serious collectors will want to keep an eye out for special Mulder and Scully cards, Macdonell adds. "Dana and Fox, any of those guys, can improve slightly in play. You can have a Dana card that gets more powerful as the game goes on—but those cards will be rare."

The card faces are being designed by NLS, which has designed high-profile trading card sets for SkyBox.

The background of each card, Kent says, resembles "what your desk would look like if you were an investigating agent and you had all your equipment splayed out over the top of the desk. Superimposed over that is the picture of the thing we're trying to depict on the card and a little note that tells you what the effect of the card is."

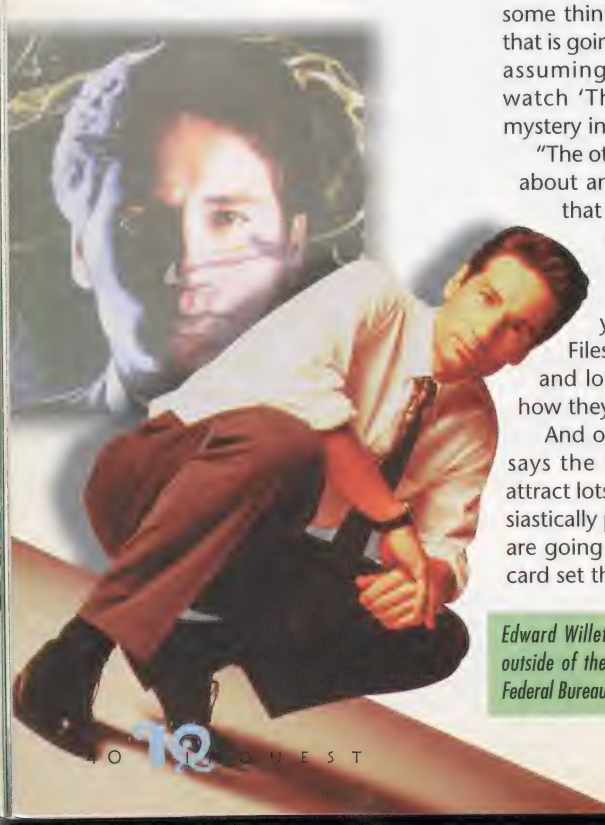
The cards' backgrounds will also boast little yellow stick-on notes or scrawls on phone memo paper to heighten the illusion that you're an agent at your desk and someone has just handed you new information. Stills from the series will illustrate the cards.

Although the initial release, due to debut at the Gen Con Game Fair in Milwaukee this August, is limited to the first two seasons, expansion sets will come out based on each additional season. The third-season expansion deck is slated for late December.

Kent hopes two things about the cards will particularly impress "X-Files" fans. "One is the idea that you're trying to investigate your opponent, as opposed to just whomping them on the head," he says. "You have to use some detective reasoning and there's some thinking involved. I'm hoping that is going to be a lure, because I'm assuming that most people who watch 'The X-Files' like it for the mystery involved.

"The other thing I'm really excited about and hoping they'll notice is that we're going to pull things directly from the series and put them on the cards. So it will actually increase your knowledge of 'The X-Files' just by reading the cards and looking at them and seeing how they'll work in the game."

And one more thing: Macdonell says the look of the cards should attract lots of attention. As he enthusiastically puts it, "These *X-Files* cards are going to blow away every other card set that's out there."



Edward Willett lives in Canada and therefore outside of the jurisdiction of the United States Federal Bureau of Investigation.

The Designers' Five Favorite *X-Files* Cards

It's not surprising that in a set of more than 300 cards, some will stand out.

Alien Abduction: Macdonell calls this card "totally cool" and says it's been one of everybody's favorites, not just because it looks good but because of its interesting game effect. When you play Alien Abduction you flip the card out on the table. "If it ends up landing on an agent, that agent is abducted: You take the agent, place him face-up 10 cards down, and when he works his way back to the top of the stack, the agent is returned. I really like the elegance of that mechanism," Macdonell says.

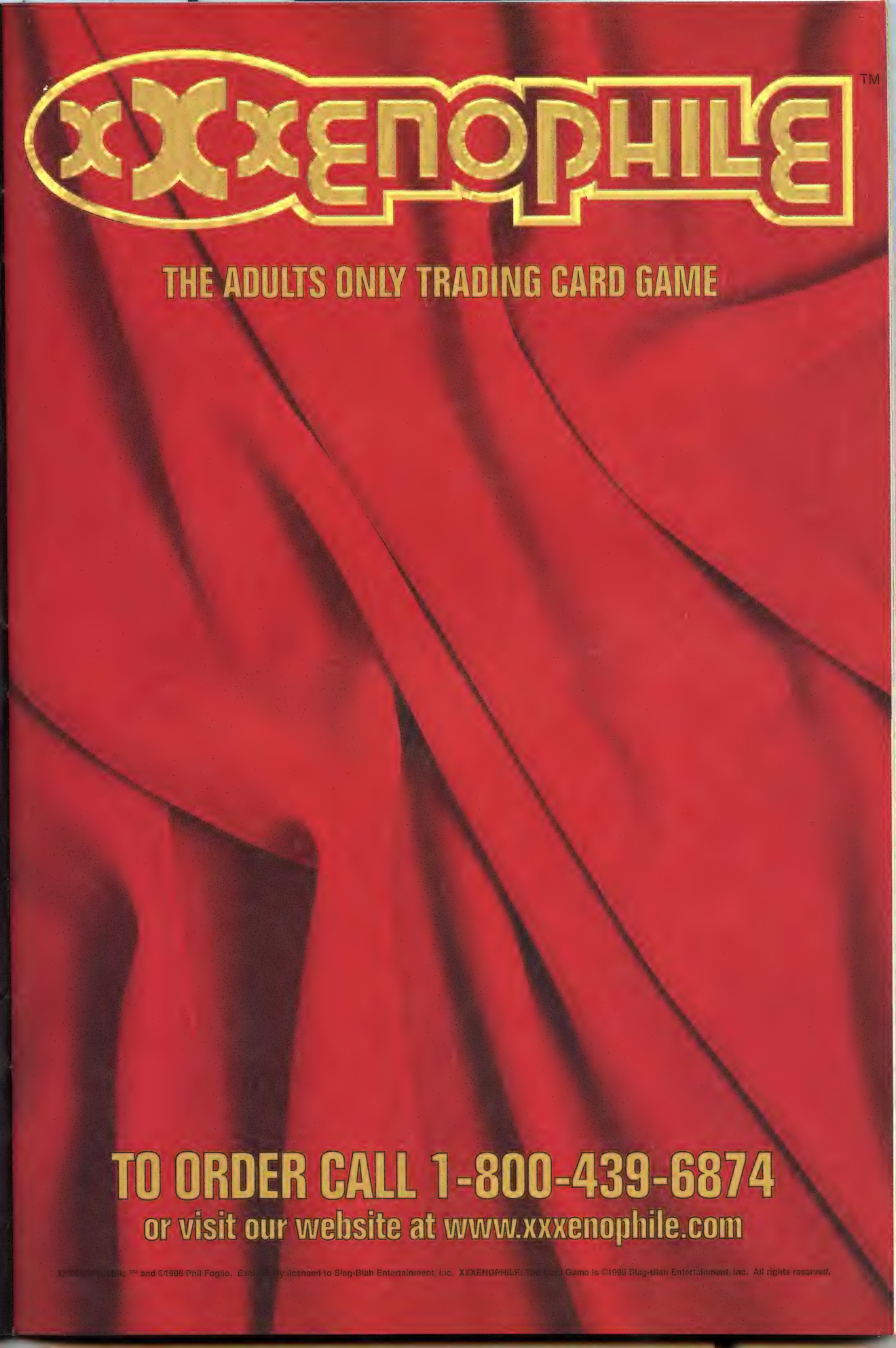
Lone Gunmen: Another card Macdonell particularly likes is the Lone Gunmen, the conspiracy theorists Mulder turns to when he needs unorthodox help. "Lone Gunmen is a card that you place on a site," Macdonell says. "Every turn you place a token on the card, and when you go to investigate the site, each token on the card gives you a plus one. It's pretty well analogous to the way the Lone Gunmen are used in the show: Mulder goes and turns them on to something and/or requests information on something that ends up being vital to the resolution of that particular case."

X: This represents one of Mulder's informants. He's a powerful defensive force within the game because "X lets you negate cards," Macdonell says.

Deep Throat: Mulder's occasional informant during the first season of "The X-Files" came to an untimely end but is still around in the card game. "Deep Throat essentially lets you ask another question, a free question," Macdonell says. "It's pretty powerful."

Alien Bounty Hunter: This is a nasty creature to play on someone because, if he's defeated, he simply goes back into the deck and you re-shuffle. That means the Bounty Hunter can keep showing up. You need a special combat knife to kill him—per the third-season finale, not the second-season episode—which won't be available until the expansion set is released.

—Edward Willett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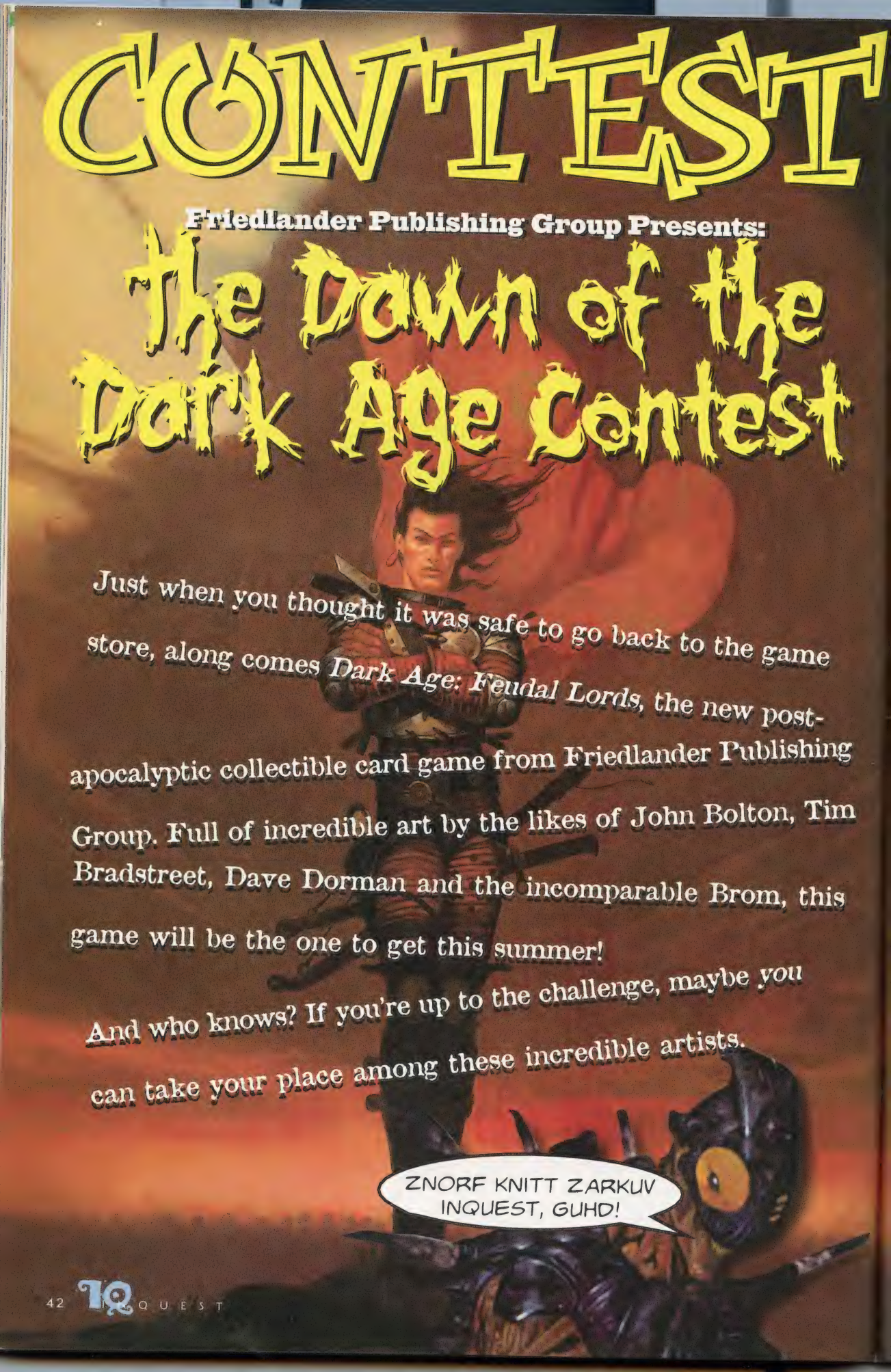
CONTEST

Friedlander Publishing Group Presents:

The Dawn of the Dark Age Contest

Just when you thought it was safe to go back to the game store, along comes *Dark Age: Feudal Lords*, the new post-apocalyptic collectible card game from Friedlander Publishing Group. Full of incredible art by the likes of John Bolton, Tim Bradstreet, Dave Dorman and the incomparable Brom, this game will be the one to get this summer!

And who knows? If you're up to the challenge, maybe *you* can take your place among these incredible artists.



How Do I Do That?

Simple. Pick up a few packs of *Dark Age: Feudal Lords.* Get a feel for the game and get primed for its expansion, *Dark Age: Brood,* in which swarms of mutated Hellspawn battle for dominance of Earth. Then send in a colored drawing or painting of *your own* monstrous insect-man. *InQuest* will narrow the entries down to 21 finalists and send them to FPG, who will pick the Grand Prize winner.

And What A Grand Prize It Will Be!(1):

One reader will actually have his/her art published as a card in the *Dark Age: Brood* game! But that's not all—they'll also receive a box of *Dark Age: Brood* starter decks, a box of *Dark Age: Brood* booster packs, an uncut sheet on which their card appears, two signed Brom art prints and an art critique from master artist and *Dark Age* world designer Brom himself. He'll tell you how cool you are or how much you el-suck-o-rino!

This contest is sponsored by **Friedlander Publishing Group, lords of all ages.**

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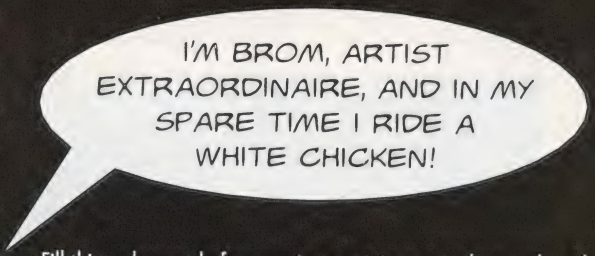
Second Prize (20): The 20 other finalists all walk away happy with a *Dark Age: Feudal Lords* starter deck and a *Feudal Lords* card autographed by Brom.



Fill this sucker out before sunrise, put it in an envelope and send it to:

Dawn of the Dark Age CONTEST

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

Dark Legal Age

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Friedlander Publishing Group and their immediate families or etiologists (look it up). Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach the form or card to your art entry. Enter as many times as you like. Mail each entry separately to: Dawn of the Dark Age Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. How many people can you think of with only one name? Let's see…there's Brom, Cher, Madonna, Roseanne…uh, Megatron, Fabio…umm, I guess that's about it. **All entries must be received at contest headquarters by August 30, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality and creativity from among all properly completed entries by Wizard Press. Judging will take place on September 16, 1996.

For a list of winners, available after September 16, 1996, send a self-addressed stamped envelope to: Dawn of the Dark Age Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Deadline is **AUGUST 30, 1996**

The DARK AGE CONTEST

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City: _____

State: _____

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Phone: ( ) _____

Larvae, Pupa or Adult? _____

CONTEST

[on deck] Reviewing the latest releases in collectible card games

Lunch Money

Before you start playing *Lunch Money*, you may want to practice this simple exercise in the mirror. Twist your face into a mask of slack-jawed indifference. Curl your lip like Elvis—or Billy Idol if it's the best you can do. Then, in your meanest voice, say the following:

"I'm gonna kick your ass."

You have now captured the heart and soul of this game.

Lunch Money is a game about fighting. This is different from a "fighting game" because it has no protective layer of fantasy. There are no characters for you to hide behind and no theme to disguise your aggression. This isn't two wizards slinging spells back and forth, or two genetically enhanced warriors duking it out in an arena. This is *you* bashing your friend's head in with a lead pipe and loving it. Not only that, but you're encouraged to "talk trash" by hurling insults while swinging lead and limb.

Sound like fun yet?

The mechanics of *Lunch Money* are simple. Each player is dealt a hand of five cards. At the start of your turn, you can either play a card (or a series of cards, if permitted), discard any number of cards from your hand and draw back up to five, or pass. Once you've taken your action, your opponents can defend themselves or take advantage of your weakness. Then everyone refills their hands and the turn passes to the next player.

Combat? We've got combat. Most of the cards are basic attacks. You've got your Jab, your Kick, your Head Butt and the ever-popular Pimp Slap. (Am I joking? I *couldn't* make this stuff up.) Some cards can be linked together—you can go from a defense like Block to a Grab and end up slapping on a Headlock in the same turn.

Weapon cards, like the Knife and the Lead Pipe, are played like attacks, except that they go back to your hand after being used, rather than to the discard pile. Each attack card has a numerical value in the corner to represent the amount of damage done to the victim.

To protect yourself from taking damage, you'd play a defense card like Dodge, which avoids any attack, or Disarm, which forces your assailant to discard his weapon.

Finally, there are cards like Humiliation and Big Combo. Humiliation can be played at any time to prevent an action or set the defender up for a subsequent basic attack that cannot be blocked.

Lunch Money™ & © Trident Inc.

[lunch box]

lunch money

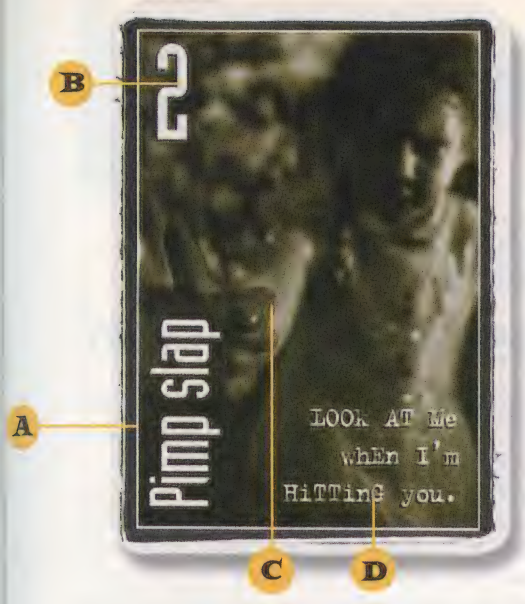
Publisher: Atlas Games
Genre: Senseless Violence
Set Size: 110 cards (including duplicates)
Release: May 1996
Packaging: Box sets containing all 110 cards
Suggested Retail: $16.95 per box set

[ratings] THE BEST | TOP NOTCH | GOOD | OKAY | WEAK | POOR

[breakdown]

lunch money card description

A. Name: What it is you're about to do.
B. Combat Value: How many life counters your opponent loses if this attack goes undefended.
C. Art: This is Anna Yates. She's on all the cards. Isn't she cute?
D. Text: It's best to imagine Robert DeNiro's voice here. Or Jack Nicholson's. Or Christopher Walken's—pick your favorite movie psychotic.



Big Combo, which deals a whopping six points of damage, requires two defensive cards to thwart the blow (each defensive card prevents three damage). Happily, you've got to invent maneuvers and describe exactly what sort of cruelty you're about to inflict in order for these two cards to work.

How do you win? Fairly simply. Each player can take 15 points' worth of damage before losing consciousness. The winner of the game is the last player standing.

As if the game play weren't enough, Atlas Games has done everything in its power to make this product as disturbing as possible. All of the cards are printed in an eerie, tinted black-and-white style and feature photographs of a child who looks to be about 6 years old.

To heighten the effect, the images are accompanied by such flavor text as "Look at me when I'm hitting you" or "Jesus hates you and so do I." The combination of innocence and violence is at once seductive and repellent.

But what more than anything else makes *Lunch Money* truly unsettling is the fact that you'll enjoy playing it. All the cards come in a single package, so you can start a contest right away. There's no deck construction and very little strategy, so you can throw yourself wholeheartedly into the carnage. The system is about as complicated as Rock-Paper-Scissors, so the action moves along with an adrenaline rush. And there's something very satisfying about letting your Neanderthal instincts take over and indulging your inner thug.

I liked *Lunch Money* while I was playing it; I just wasn't sure how I felt about myself afterward.

Lunch Money is both an appeal to the base cruelty inside all of us and a subtly ironic indictment of the entire card game industry, and perhaps Western culture as a whole. It's also a hell of a way to waste a lunch hour, like a Quentin Tarantino movie in 110 cards. You'll either take to this immediately or turn away in horror.

—Jason Schneiderman

[the good]

- The aesthetics of the game are as disturbing as they should be. The photography on the cards is beautiful—the quotes, coldly brutal.
- The rules are clear and include a huge sample game that captures the essence of play pretty well.
- It's fun. It's also a great way of venting any hostility you have pent up inside you.

[the bad]

- The usual problems with noncollectibility. There's no deck construction and not much strategy involved beyond, "Should I break his nose now or wait until next turn?"
- There's a real danger of taking things too far. Not that you'll actually give a shot in the chops to your gaming partners, but *Lunch Money* can get personal very quickly. Make sure you're playing with people who are mature enough to deal with it.

[the ugly]

- My mother hated this game. Yours probably will too.

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[on deck]

Magic Pro Tour Collector Set Inaugural Edition

Let's get this out of the way: It's a steep price tag. You can get a CD player, 125 lottery tickets or nearly two boxes of *Alliances* for the amount of cash you have to shell out for the Pro Tour Collector Set.

A drawback? Yep.

Still, the set itself is really cool. It includes the complete decks of the final eight players of the first *Magic: The Gathering* Pro Tour event last February in New York ("*Magic* Pro Tour Debuts," "*InQuest* News," *InQuest* #13), constructed and wielded by such masters as Mark Justice, Bertrand Lestrée, Shawn "Hammer" Regnier (the Long Beach champ; see "Pro Tour 2," *InQuest* #15) and the winner, Michael Loconto.

What decks are there? As you'd expect, the current hot Type II decks made it to the final rounds—two Millstone decks, two Armageddon/Ehrnam Djinn decks and a Necropotence deck—with three more-creative decks rounding out the batch: a land-denial/direct-damage deck, an almost all-black speed/burn deck and an all-around red/green/white deck.

Unfortunately, the cards, which have distinctive backs, aren't tournament legal. However, they comprise some of the best decks in the country.

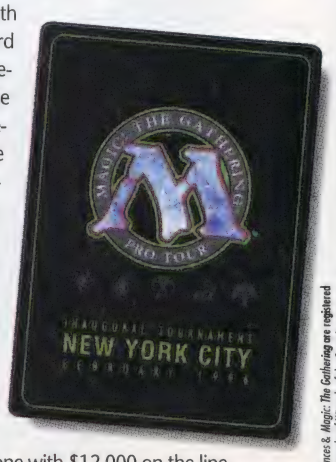
[the box]

magic pro tour collector set inaugural edition

Publisher: Wizards of the Coast
Genre: Fantasy
Set Size: 720 cards (including duplicates)
Release: May 1996
Packaging: Box sets containing eight 90-card decks
Suggested Retail: $125 per box set

Feel like dueling with a friend and don't have time to make decks? Break out Loconto's and Lestrée's decks and battle for the championship all over again. Building your own Type II nightmare and want to see if it'll stack up in a tournament? Test it out against some of the toughest competition you'll ever face.

Each 90-card deck comes with a deck-list card, a biography card and the ever-present 15-card sideboard. Even cooler, you get a whole mess of blank "proxy" cards to create your own cards or duplicate existing cards—you know, to fine-tune those already-championship-caliber decks.



Yes, the Pro Tour Set's a lot of money—and yes, it's worth it if you can afford it. Some stores even sell decks separately; ask your friendly neighborhood retailer. If you get enough decks, you can start your own tournament and see how you'd have done with $12,000 on the line.

—Mike Searle

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[on deck]

Alliances

It kicks giant ass.

And it needed to. *Alliances*, the latest expansion set for *Magic: The Gathering*, comes on the heels of *Homelands*, a lackluster release met with fandom-wide bafflement. But where *Homelands* proved to be the Crystal Pepsi of expansions, *Alliances* stands tall as the Classic Coke.

One of the key points that makes *Alliances* great is that it both excites fans and impacts game play with a new variety of card, "free" instants and interrupts. Each color's got one of these zero-casting-cost spells (heck, green has two!). Blue comes with a counterspell; red, a four-point Pyrotechnics. The only drawback is that you have to discard a card of the same color to cast it.

[the box]

alliances

Publisher: Wizards of the Coast
Designers: Skaff Elias, Jim Lin, Dave Pettey and Chris Page
Genre: Make a stab in the dark, pal
Set Size: 144 unique cards and 55 art variants
Release: June 1996
Packaging: 12-card booster packs
Suggested Retail: $2.45 per booster pack

Beyond that jaw-dropping addition, *Alliances* has plenty of whatever it is you play *Magic* for. Looking for power cards to hammer tourney opponents? Balduvian Hordes, a 5/5 red creature with a four-mana casting cost (you must randomly discard a card when you cast 'em) is the best creature since the djinns of *Arabian Nights*. Helm of Obedience extinguishes creatureless decks by working like a pumpable Millstone that relents when it hits a creature. The list of power cards in *Alliances* overshadows those in the last three *Magic* expansions combined.

Balduvian Horde
When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde.
"Peace will come only when we have taken Varchild's head."
—Louisa Goldeyes, Balduvian Chieftain
Helm of Obedience
Artifact

Into playing non-killer theme decks? *Alliances* gives you plenty of strong additions that should allow you to build decks around rats, homarids (go figure) and, most importantly, monkeys. Do you like *Legends*? While *Alliances* doesn't have many, they range from the spectacular 10/4 regenerating Lord of Tresserhorn to the...uh, unique Phelddagrif, a 4/4 flying purple hippo (which is much cooler than it sounds...I guess it'd have to be).

In short, there're only two down sides to the entire set:

1) It's going to fly off the shelves. Get 'em while you can.

2) It's easy to produce a set better than *Homelands*. But *Alliances* is so nifty that Wizards of the Coast will need some real *Magic* to conjure a worthy successor!

—Pat McCallum

[on deck] Reviewing the latest releases in collectible card games

Star Wars: Customizable Card Game Introductory Two-Player Game

One of the big complaints about Decipher's *Star Wars: Customizable Card Game* is that its out-of-pack playability is mediocre at best. For those with porkless piggy banks, the *Star Wars* Introductory Two-Player Game distributed by Parker Bros. provides a modicum of immediate, low-level playability mostly lacking in its parent.

[the box]

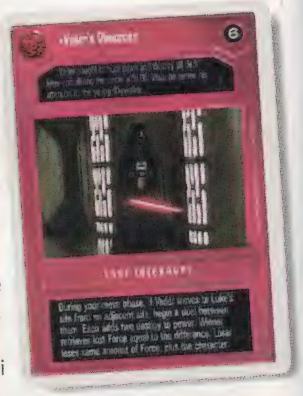
star wars: customizable card game introductory two-player game

Publisher: Decipher (distributed by Parker Bros.)
Genre: Space Opera
Set Size: 120 fixed cards, plus 15 random cards
Release: May 1996
Packaging: Boxed sets containing two preset 60-card starter decks and a 15-card booster pack
Suggested Retail: $14.95

The boxed set includes two fixed 60-card decks (one light side, one dark) with six new cards found only in the two-player game—a 15-card Unlimited Edition booster pack and a handsome rule book. The latter, slightly rewritten from the original, has information on the expansion set, new cards and "Quick Start" rules for new players.

The decks don't include promised errata on such cards as Electrobinoculars and Death Star: Docking Control Room 327, although the set's booster pack comes from the corrected printing. While all of the game's rules apply, the stripped-down starter decks don't include several varieties of cards.

The six new cards are two locations, two interrupts and Luke and Vader. The last two are weaker (and have shorter names) than the rare kick-butt Luke Skywalker and Darth Vader cards from the original. The location cards are useful, but the interrupts (Run Luke, Run! and Vader's Obsession) aren't likely to improve most competitive decks.



Little of the fast-paced star-faring action of the "Star Wars" trilogy comes through here. Where the movies give us a galaxy of characters and situations, the game gives us Luke vs. Vader, Vader vs. Luke. As an introductory set, though, the two-player game is a good launching point for novices struggling to collect harder-hitting card combos and for the curious who want to drain Force, not their checking accounts.

—Beth Fischi

Doctor Who: Collectable Card Game

In the days when "Doctor Who" was on the air, you could tell when a television show had become popular because it had its own board game. Most of these games weren't all that good, but the studios produced them anyway to cash in on their success. Today, it's licensed collectible card games that are all the rage. Guess what? They're still not very good. And the *Doctor Who: Collectable Card Game* may be the worst of the lot.

[the box]

doctor who: collectable card game

Publisher: MMG Ltd.
Genre: TV Science Fiction
Set Size: 300 cards
Release: May 1996
Packaging: 60-card starter decks, 12-card booster packs
Suggested Retail: $9.50 per starter deck, $2.95 per booster pack

The object of *Doctor Who* is to force your opponent to lose all of his Time Cards by attacking him with creatures from various points in time. The playing field is divided into three "Time Zones"—past, present and future—and occupied by beings from various parts of the universe. Beings may only be played in their own time zone, except for creatures designated "timeless."

Most of the game is combat—sending your creatures at your opponent, who either blocks them or doesn't. Resources and flashes (artifacts and instants, for all you *Magic* players) make it a little less monotonous. The best part of the game, it seems, are the episode cards, which act like dilemmas do in the *Star Trek: The Next Generation* CCG: They present obstacles that your opponent must overcome. Too bad none of the starters or boosters that I opened had a single one.

On an artistic level, the game is a wasteland. The card artwork consists of clips from the show or abstract psychedelic swirls. The rule book reads like it was translated into Bulgarian and then back into English—it takes several readings just to understand basic game play, much less any intricacies. Although there's not much more to this game than "I attack. I block. I fall asleep."

Any similarity that the *Doctor Who: Collectable Card Game* has to the British science fiction television show of the 1960s ends at the cardboard box. The game is charmless, confusing and—worst of all—dull.

—Jason Schneiderman

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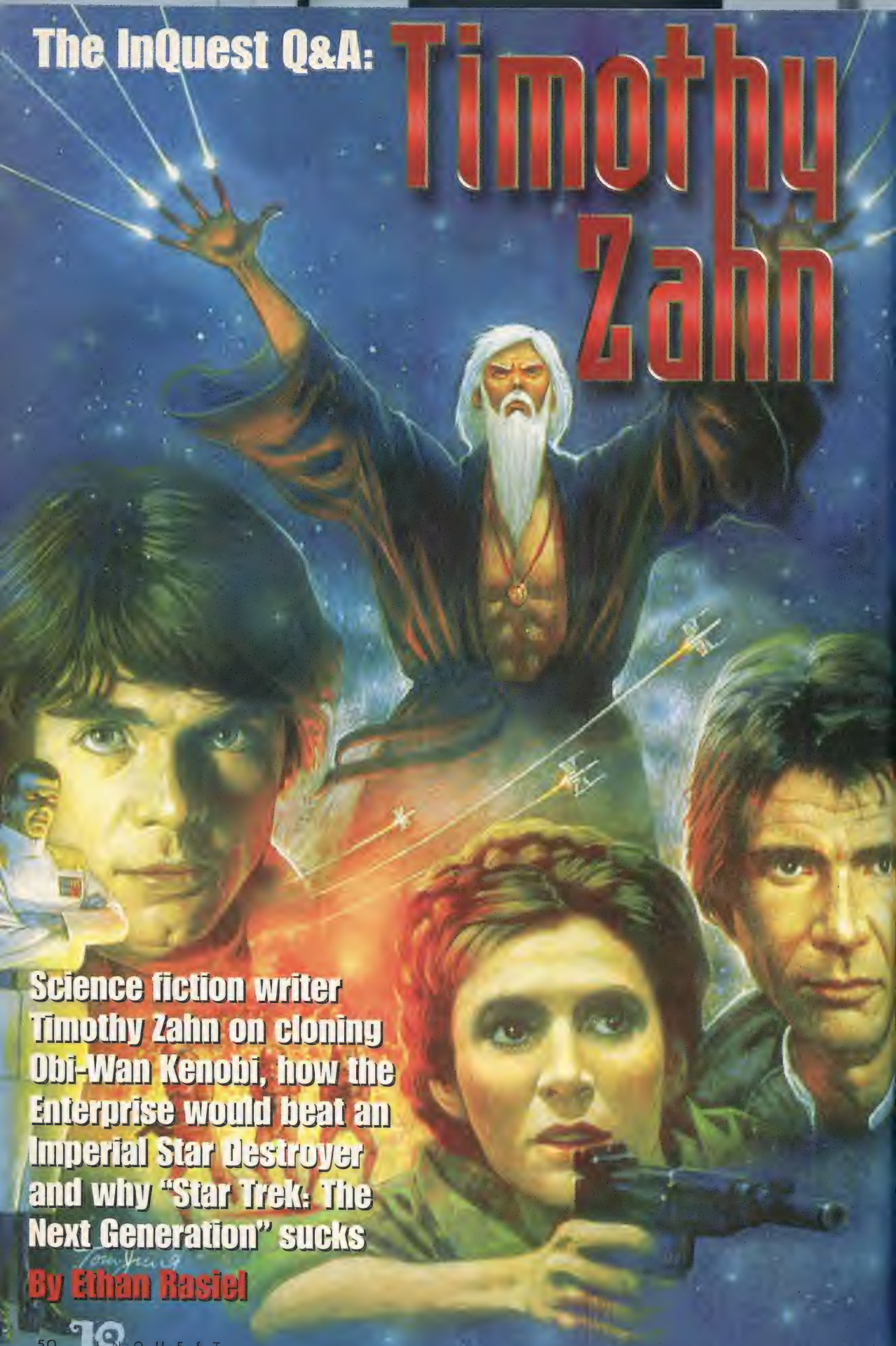
The InQuest Q&A: Timothy Zahn



Science fiction writer Timothy Zahn on cloning Obi-Wan Kenobi, how the Enterprise would beat an Imperial Star Destroyer and why "Star Trek: The Next Generation" sucks

By Ethan Rasiel

Waiting on line for hours to get an autograph can get real boring real fast. But when the man in front of you is Timothy Zahn, things liven up appreciably.

This scenario is no fantasy; it happened at I-CON XV, a State University of New York at Stony Brook gaming, science fiction, fact and fantasy convention where Zahn was a special guest.

I'd been trying to track down the well known "Star Wars" novelist all day for an interview. Zahn had just finished giving a seminar on mythology in science fiction when, amidst a crowd of fans, I asked if I could ask him a few questions for *InQuest*. "Maybe another time," he told me apologetically. "I'm in a bit of a rush right now."

Not one to take no for an answer, I asked Zahn where he was rushing off to. A meeting with a publisher? Another convention?

"Actually," Zahn said with a grin, "I've got to go wait on line to get Bill Mumy's autograph." Mumy plays Lennier on the science fiction TV show "Babylon 5."

"Uh, it's for my son," he added sheepishly.

Perfect, I said. Let's wait on line together. Your "son" will get his autograph, and I'll get my interview.

Zahn agreed, and we trotted off. There were already hundreds in front of us, which was fine with me—a longer line meant a longer interview.

My first perception of Zahn was of intelligence: His eyes, visible behind glasses, flicker around intently, catching every detail. A salt and pepper goatee makes him look hip and wise at the same time.

Zahn is a quiet but passionate man. He takes his work very seriously, but the child within shines through. He laughs with delight when talking about his favorite moments in the first "Star Wars" movie, which Zahn says he's seen 12 to 15 times, each with a different girl. "A great date movie," says the writer, who has a Rebel Alliance pilot's license.

Zahn first made a reputation for himself with "Cobra," a series of military science fiction novels. Zahn hit it big in 1989 with a trilogy of "Star Wars" books that was a sequel of sorts to the George Lucas movies.

Slowly, a crowd began to form around us as other fans noticed Zahn. Occasionally, someone else would ask a question, and Zahn cheerfully answered it. As we shuffled forward in the autograph line, I started off with the question that I knew was burning in the minds of "Star Wars" fans everywhere.

"Star Wars"

INQUEST: First, the question everybody wants answered. Is Grand Admiral Thrawn, the bad guy from your "Star Wars" trilogy, really dead?

TIMOTHY ZAHN: It's hard to kill off a good villain because you might want to use him sometime. But yes, he's really dead. If you leave the major villain loose, there's a plot hole. He had to die!

So why is your upcoming book titled *Hand of Thrawn*?

Well, that could have several meanings. I'd like to leave it up to the imagination for now. But trust me. He's dead.

For those who don't know, can you give a summary of the story behind your books?

The books take place five years after "Return of the Jedi." The Empire has a new leader, Grand Admiral Thrawn, at the beginning of *Heir to the Empire*. He was out on a mission to the outer rim of the galaxy [during the defeat of the Empire in "Return of the Jedi"], and now he has returned to take command of the Imperial fleet.

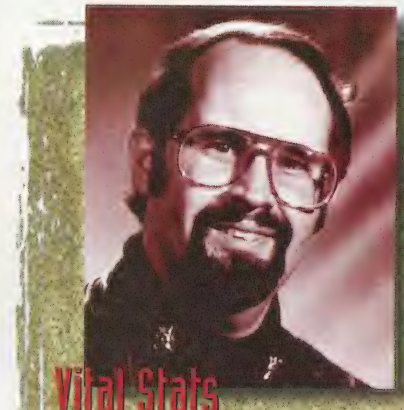
The grand admiral has a master plan for destroying the Alliance. Thrawn is a brilliant tactician who can manipulate his opponents by reading them very carefully and foreseeing their plans. He also has two pieces of information he figured out how to use to the Empire's advantage. I reveal the first in *Heir to the Empire* and the second in *Dark Force Rising*. How they all fit together is revealed in *The Last Command*.

There's also this insane Jedi character who's in an uneasy partnership with Thrawn.

I understand that you had to submit outlines to the Star Wars people before you wrote your books. Did they make you change much or did they give you a free reign?

They mostly gave me a free hand. I was allowed to use any character who wasn't killed off in the movies.

Well, there were a few things they scotched from the outline. The insane Jedi would have been a clone of Obi-Wan Kenobi. Unfortunately, they thought it was a little too far out, I guess. They were a little edgy, I suppose, since this was the first time they had [original novels] out since Brian



Vital Stats

Name: Timothy Zahn
Born: 1951 in Chicago, Ill.
Occupation: Science fiction writer
Base of Operations: Oregon coast
Career Highlights: Winning the Hugo Award for the novella "Cascade Point" in 1984. Zahn is best known for his popular series of Star Wars books—*Heir to the Empire* (1991), *Dark Force Rising* (1992) and *The Last Command* (1993)—but enjoys success with other works, including his "Conqueror's Trilogy," "Cobra" series and several short story collections.

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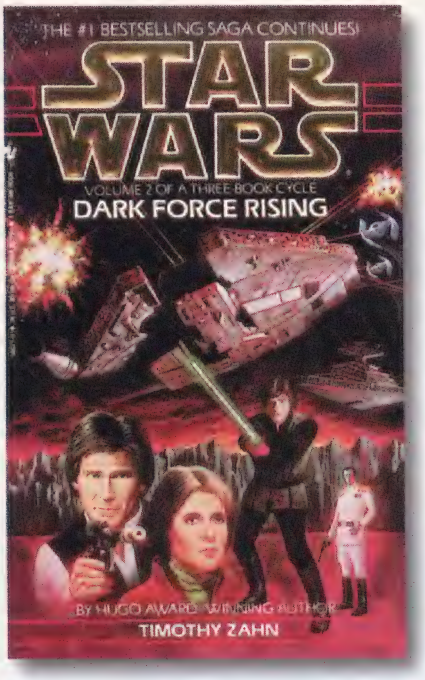

Daley [wrote three Han Solo adventures in 1979 and 1980].

They also axed every reference to the Clone Wars, since apparently they weren't sure if it would jibe with their own version to be used in upcoming movies. I have my own version, and I'd love to see it used, but I'm not expecting it.

I did get my way most of the time, and I conceded on the things they didn't want me to do. Aside from a few relatively minor things, I had a free hand. I was very happy for that, because I had my own ideas about what I wanted to do. I wanted to tie the book in as part of the grand scheme of the Star Wars Universe.

What's your response to claims of inconsistencies between your books and the movies, such as your mention of "hot chocolate" in *Heir to the Empire*?

Unless we're going to invent an entirely new language, references to Earth are simply unavoidable. What about the *Millennium Falcon*? That's just the way languages are.

My use of hot chocolate is one of those necessary references for two reasons. First, in the scene Luke wakes from a troubled sleep and fixes himself an "exotic drink." We haven't seen Luke for five years, and I assume some readers were wondering at this point whether the young farm boy we saw in the movies had become a jaded Jedi smoking cigars and guzzling martinis. Inventing my own name for the drink would have left questions as to whether there was alcohol (or worse) in the concoction; labeling it as hot chocolate left no doubt.

Second, I can think of no drink that so completely epitomizes youth and innocence than hot chocolate. There's just a wholesome image to it that was intended to reassure the readers that Luke was indeed fundamentally the same man we'd seen at the end of "Jedi."

I assume I could have dropped the whole drink thing from the scene and avoided the problem. But I thought it added a little extra depth to the Star Wars Universe to remind readers that hot drinks were probably not overly common on a desert world like Tatooine and that Luke would therefore consider such a drink to be "exotic."

What kind of research did you do for the Star Wars books?

For the Star Wars books, I used the films as my major source of information. I got the style sheets and outlines from the three movies from Lucasfilm, which helped on spelling and so on. I also had background information from the Star Wars roleplaying game [from West End Games]. That saved me a lot of work. Many ships, land vehicles and alien creatures actually originated in the roleplaying game. I also made up a lot of stuff if I needed to.

How did you get picked to be the writer for the Star Wars books?

Lou Aronica [publisher of Bantam Spectra] contacted Lucasfilm to suggest a new Star Wars book. They said, "Yes, this sounds interesting; let's talk." Aronica and his editors assembled a list of potential writers and I guess I was the first one they asked. I suppose Bantam thought that my writing style would work well with this kind of book. I first learned of the whole thing when my agent called out of the blue in early November to tell me of Bantam's offer. It sounded fun, so I accepted.

Is your work considered official continuity?

I've heard conflicting accounts on that. Some people say it is. Some say it isn't. Lucas doesn't really have a policy on that.

Was your original title for *Heir to the Empire* rejected?

Yes. I wanted to call it *Wild Cards*, but Bantam already had a "Wild Cards" series. My next title, *The Emperor's Hand*, was also rejected. Finally we settled on *Heir to the Empire*. My titles for the other two books were accepted.

Science Fiction According to Zahn

What's your favorite "Star Wars" scene?

The opening scene remains my favorite: When that ship appears on the screen and there's just more and more and more. It's the first time I ever had a feeling of size in a movie.

Another favorite scene is the fight in the cantina. That's when we learn that Obi-Wan isn't a bumbling old man. He's good! Suddenly, the Jedi Knights didn't seem like a chess-playing society.

We've been hearing about these supposed new Star Wars movies for quite a long time. Have you heard any news?

I haven't heard much. I am looking forward to them. Lately, there's this feeling in Hollywood that if you have special effects, you don't need characters or a story. It sounds like Lucas still has vision though.

Supposedly the upcoming movies are a prequel to "Star Wars," though Lucas may create a trilogy after "Star Wars." If that comes to pass, will they tie into your books at all?

It's Lucas' sandbox. He can do anything he wants. I do understand that my name for the Imperial capital planet, Coruscant, is official and will be incorporated into future films.

Many say that "Return of the Jedi" was inferior to the other two movies. Do you agree?

Well, the writing was not as good in the third movie. Lucas was burning out. The character of Han was not really strong in "Return" either. To make up for it, I gave Han all the best lines in my books.

I gave up "Star Trek: The Next Generation" after the two-part Spock episode ("Unification" from the fifth season). There were so many errors in that episode I just couldn't watch anymore.

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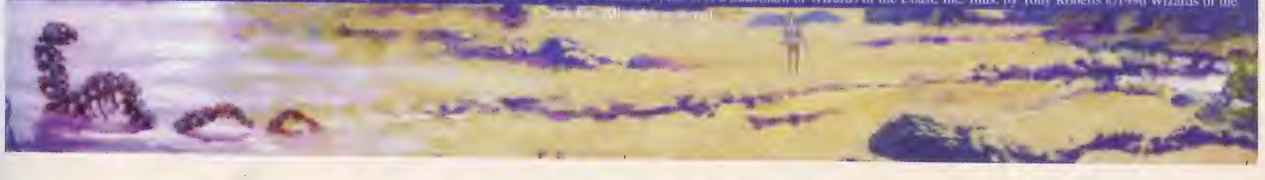


What do you think of some of the other science fiction universes out there, like Star Trek?

I gave up "Star Trek: The Next Generation" after the two-part Spock episode ["Unification" from the fifth season]. There were so many errors in that episode I just couldn't watch anymore. Most people won't notice these errors, but as a writer myself, maintaining consistency is everything. For example, the idea of taking over Vulcan with 5,000 troops is absurd. You can't take over Cleveland with 5,000 troops!

Also, the whole concept of unification between Romulans and Vulcans is silly. Vulcans and Romulans have been separated for millions of years. It would be like the Japanese and Chinese unifying.

I liked original "Trek" more. I cut it more slack because it was a pioneer.

"Star Trek: Deep Space Nine"?

Well, I've only seen one episode of that. It was okay.

"Babylon 5"?

I love "Babylon 5"! It's one of the few shows I can appreciate as a writer.

If the Enterprise battled an Imperial Star Destroyer, which would win?

It's apples and oranges. The Star Wars and Star Trek universes are inconsistent universes. I know there's been some fan fiction linking the two and I've read some of it, but it never really works. But if I had to answer your question, I'd say the Enterprise would win. It would simply teleport bombs into the nerve center of the Destroyer.

A Writer is Born

Tell me about your childhood.

I was the second of five children. I did a lot of family stuff as a child, and a lot of reading. Not much else.

Where did you go to school?

I went to Michigan State University in East Lansing, Mich., and received my B.S. degree in physics in 1983. I went to grad school at the University of Illinois in Champaign-Urbana, Ill., and received my M.S. degree in physics in 1975. I continued work toward my doctorate after that.

When did you get into the writing business?

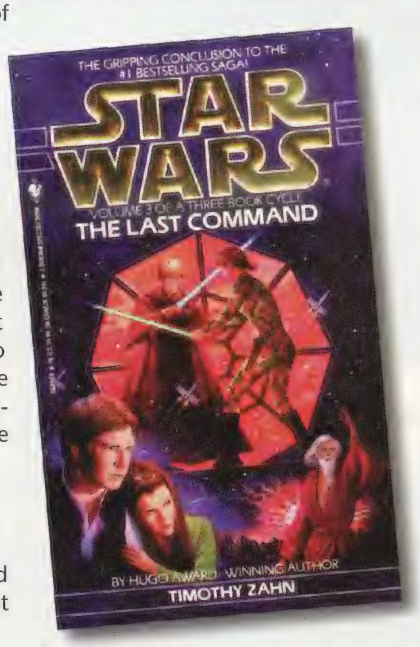
I've been writing as a hobby since 1975. At first, it was something I did in my spare time while going to school. In December of 1978, I sold my first story. "Ernie" appeared in the September 1979 issue of *Analog*.

I might never have become a full-time writer if my thesis advisor hadn't died suddenly in 1979. Three years of work on my thesis project was down the drain. So I gave up school for a while and tried writing. My wife, Anna, who I had just married five months before, was working full-time to support us while I wrote and wrote. I sold 18 stories in a year and earned about $2,000. Considering that a success, I kept at it.

What's your career highlight?

In 1983, I sold four books in one week.

I was working on two books, *Blackcollar* and *Coming of Age*, and trying to find a new publisher. Jim Frankel of Blue Jay Books took them. Half an hour later, Betsy Mitchell, who had just moved from *Analog* to Baen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Books, called, and asked if she could buy a couple of books. She bought *Cobra* and *Cobra Station*. I had sold four brand new books to two different publishers.

How did you celebrate?

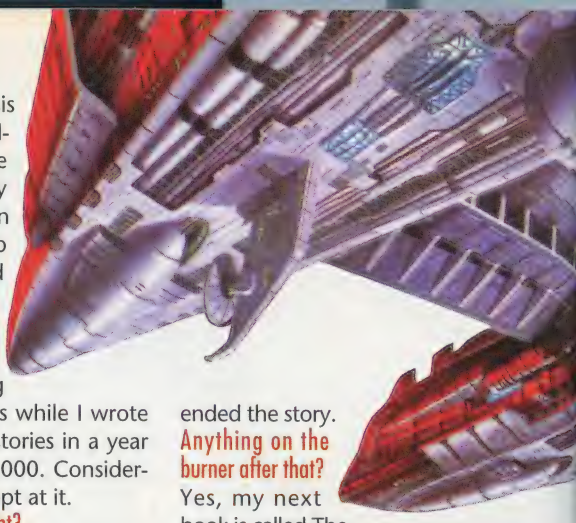
I got busy and got to work on them!

How fast do you write?

I get about 1,000 to 1,500 words a day. My goal is to complete five to six thousand words a week.

Tell me about your newest projects.

In June, *Conqueror's Legacy* should come out. [It's the final book in the "Conqueror's Trilogy," which depicts an interstellar commonwealth invaded by an unknown alien race.] I've finally



ended the story.

Anything on the burner after that?

Yes, my next book is called The *Icarus Hunt*. It's sort of "Star Wars" [space opera–type science fiction] meets Alistair MacLean. That should be out in early to mid-'98.

Have you ever done any work for other mediums?

In fact, yes. I was developing a television series for Fox, but it failed and was never made. It was to be called "Star Traitor."

What do you find most difficult about writing?

Traditionally, description and dialogue are the hardest, but I've gotten better with practice. Transitions can be tricky too.

Some writers say that their characters write themselves. Is that the case with your books?

I normally don't let my characters take over. They're better behaved than that. Sometimes they'll surprise me, though.

Can you name for me some of your inspirations and influences as a writer?

Theodore Sturgeon, for the characterization. Larry Niven. Alistair MacLean [author of *Ice Station Zebra*] for the plot twists.

What it's like to be a well known writer? Do you ever get recognized?

When I go to conventions, I get recognized. Literary fame is the best kind! Arnold Schwarzenegger can't walk down the streets of Manhattan without being recognized. If I walk down the streets of Manhattan, I'm lucky not to get run down. If I want recognition, I'll go to a convention.

Which do you prefer: writing books based on the Star Wars Universe or writing your completely original work?

They're fun in different ways. It's fun to create your own universe and it's fun to revisit old friends too.

Ethan Rasiel, a freelance writer, plays poker with Jabba the Hutt every Thursday. No, not strip poker. His look at UFOs starts on page 68.

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Rebel Rousers

Star Wars designers choose their 10 favorite *A New Hope* cards

By Tom Braunlich and Rollie Tesh

By this point in time you've probably procured a complete set of the first *Star Wars: Customizable Card Game* expansion, *A New Hope*, for your personal enjoyment. You've probably singled out a few favorite cards, too. And no doubt you're dying to know how your picks match up with those of the game's designers, Tom Braunlich and Rollie Tesh.

Us too. That's why *InQuest*'s editors asked 'em each to select five stars from the *New Hope* galaxy. Here's what they told us:

Tom Braunlich

1 BRAINIAC

We had great fun designing this off-the-wall card. The character's mathematical personality is brought out in the card's apparent complexity. But what seems esoteric at first turns out to be straightforward after you play with it a while! Brainiac's ability to act as his own astromech (he does the necessary calculations in his head) is a nice advantage. The use of the value π as the card's destiny number has several interesting ramifications that players will discover. It's not often you find such a good use for π outside the kitchen!

2 OO-TA GOO-TA, SOLO?

This card's name and lore were both written in Rodian. Jerry Darcy, a member of the design team, extrapolated the meaning of the words based upon a careful study of existing Rodian dialog in the film. We plan to publish a translation of the Rodian words at some point on the Net (if fans don't beat us to it!) but we've discovered that it's fun to make a guess at the meaning on your own. It turns out most people can translate it using the clues it contains and their own knowledge of the scene from which it comes.

3 ATTACK RUN

This card, along with the correlating dark side card Commence Primary Ignition, turned out very well. They represent the major plot points of the movie's climax, of course, and provide important secondary military strategies for both sides. I was pleased with how well they capture the "flavor" of the fairly complex Battle of Yavin while still being relatively simple in function. The player gets the feeling of flying into the trench and making the risky run to destroy the Death Star—even to the point where tactically all pilots would like to improve their chances by using a Targeting Computer...except for Luke Skywalker. Use the Force, Luke!

4 HYPO

You either like Hypo or you don't—no one's indifferent about this card. It provides the opportunity to interrogate a captured character. Using the card allows you to ask the opponent a question that he or she must answer. You can only ask a yes-or-no question about your opponent's cards in hand, but that can still provide you with vital information, especially in certain situations. Hypo's fun and encourages imaginative play. At the right time, it can be quite effective.

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Rollie Tesh

1 WEDGE ANTILLES

Will our final design decisions make the Wedge Fan Club happy? I think so. His power and ability may not compare to Luke's, but he excels in just about everything else. You can also expect Wedge to mature along with his close friend in future sets. What a destiny this guy has! During the selection of the image we had to deal with the "Which Wedge is which?" debate. We wanted to use the shot of Wedge in the Yavin Briefing Room, but he appears to be a different person than the Wedge aboard Red 2. Lucasfilm verified that both images are indeed Wedge, so we settled on the "unique" Wedge.

3 CORELLIAN SLIP

Tallon Roll fans look out! The Rebel Alliance has been saving this brilliant maneuver for a strategically timed counterpunch. However, don't trade away your Tallon Roll cards too quickly. The savvier Rebel pilots know just how quickly the Empire can adapt to surprises. Patience will pay off for those who trust in further developments from clever combat maneuver tacticians who aspire to emulate the great Adar Tallon.

5 M-HYD 'BINARY' DROID

Of all the cards in the *New Hope* expansion, this has me most curious about its potential effects and popularity. The light side may deploy and move this binary droid, but both sides may take advantage of its forfeit-enhancing hydroponics abilities. At any time, either player may opt to use one Force to shut down or reactivate this thirst-quenching droid. Will M-HYD become one of the most important or most forgettable of all cards designed so far? My own opinion keeps going on, off, on, off, on...

Tom Braunlich and Rollie Tesh designed Star Wars: Customizable Card Game *and* Star Trek: The Next Generation Customizable Card Game *with Decipher. Don't ask them which would win in a fight, the* Enterprise *or an Imperial star destroyer. You've been warned.*

5 R2-D2

Of course, we didn't forget about Artoo when we produced the Premiere Set; we just had to save some good things for *A New Hope*. (Chewie and Wedge were some other "saved" cards.) Their designs evolved from our original versions, and I think they benefited from the delay. R2-D2 in his final form turned out to be quite a strong card, especially with the interesting "twist" on his destiny number (the player can choose between two or five). It also combines nicely with C-3PO and is particularly strong at using scomp links. There will be other cards in the future that further enhance R2 and enable various "gadgets" of his. This should be a much-sought-after card.

2 JAWA BLASTER

Deploys for free and targets for free but doesn't shoot well and may explode, killing the Jawa brave (or foolish) enough to fire it. This weapon can be a real "blast" and may become one of the most utilized of all weapons. Just beware of that cryptic warning on the gun's stock.

4 U-3PO

A light side of the Force droid on a Rebel card face...with a dark side of the Force back?! This radical new card may set a precedent for future, equally insidious cards. U-3PO, captured by the Empire from the House of Alderaan's Diplomatic Corps, was unknowingly equipped with an espionage program before being allowed to "escape" back into the Alliance fold. This naïve undercover spy may become one of the most devastating tools in the Imperial arsenal. If only he were aware of it!

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basic training

SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS

by jason winter

After a hearty meal of rokeg blood pie and Romulan ale, is there a more logical way to unwind than with the *Star Trek: The Next Generation Customizable Card Game*? Whether you want to explore the farthest reaches of the galaxy or start a war with the Klingons, this CCG is the way to do it! (Earl Grey Tea not included.)

Building Your Deck

The game really starts when you put together your deck. You need to decide the theme and the affiliation(s) of your deck and staff it with enough personnel and ships to accomplish the basic goal of the game: accumulating points. You'll need 100 to win, and the best way to get 'em is by completing missions.

There are three affiliations to choose from: Federation, Klingon and Romulan. You can play a mix of these affiliations, and you can supplement your deck with non-aligned cards, representing people and ships who don't belong to any recognizable faction.

After deciding what to play with, you should pick your six missions. Each mission card lists the skills needed to accomplish it (and thus gain points) and can only be completed by certain affiliations. You should try to pick missions that have similar skill requirements so that one personnel can help out with several missions.

Next come the personnel and ship cards. Pick personnel who have the skills to accomplish your missions. It's often a good idea to double- or triple-up on skills in case one personnel with vital Exobiology abilities gets stuck at the bottom of your deck.

Each personnel also has a classification—such as officer, engineer, science, security, medical, V.I.P., or civilian—and three attributes: integrity, cunning and strength. You'll often need a variety of classifications and high attribute totals to overcome dilemmas.

For ships, a mix of small and large is suggested. Larger ships are stronger but need more personnel to run them, so the smaller ones may be useful if you can't get enough personnel out.

Now you pick out your event, interrupt and equipment cards. Events represent special occurrences, such as plasma fires or enhanced shielding, that you can play to help you or hin-

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DESIGNER: **Tom Braunlich & Rollie Tesh**
GENRE: **Science Fiction**
SET SIZE: **363 cards (basic set); 122 cards *Alternate Universe* expansion set**
PACKAGING: **60-card starter decks; 15-card booster packs**
SUGGESTED RETAIL: **$8.95 per starter; $2.95 per booster**

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der your opponent. Interrupts are similar but can be played at almost any time for a surprise effect. A card like Temporal Rift, for instance, can instantly suck your ship forward in time. Equipment represents mundane objects like phasers, which help in away team battles, and medical kits, which provide additional skills.

Make sure you've left space for dilemmas and an artifact card or two. Dilemmas represent plot twists and difficulties you and your opponent will have to overcome. They range from the deadly Barclay's Protomorphosis Disease to the humorous, yet still effective, Parallel Romance.

Most dilemmas can "stop" ships or away teams (see below), slowing down your opponent if you're trying to outpoint him or leaving him vulnerable to attack if you're trying to outslug him. It's generally a good idea to select dilemmas you'll be able to overcome with the personnel in your deck in the event that you run across one of your own.

Artifacts are powerful objects you obtain when you complete a mission. They can have wide-ranging effects, from decimating an away team to tripling a ship's attributes.

Finally, you'll need an outpost to give your cards a place to come into play.

Overall, a well-balanced deck should have about:

- six missions
- one outpost
- 18 personnel
- five ships
- eight events
- eight interrupts
- one equipment
- one artifact
- and 12 dilemmas.

Building Your Universe

During the seed phase at the start of the game, you create the very universe you'll be playing in (makes you feel warm, fuzzy and omnipotent, doesn't it?). You and your opponent take turns placing missions, which also represent locations, until you've created a 12-card line known as the spaceline.

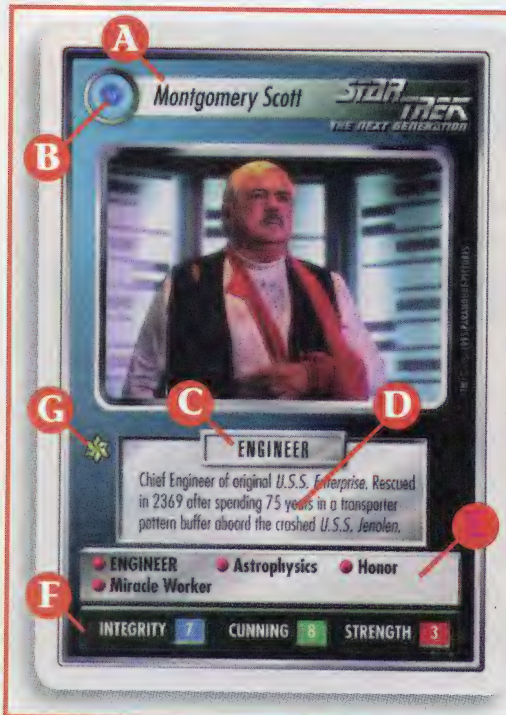
After that's done, you take turns placing dilemmas and artifacts

"DOCTOR, SHOULD WESLEY BE DOING THOSE SORTS OF THINGS IN MY DREAMS?"

underneath the missions. The dilemmas represent hazards that need to be overcome in order to complete the missions. In general, you want to place dilemmas under missions that you won't be attempting, such as Klingon and Federation missions if you're playing a Romulan deck; otherwise, you risk stepping into your own traps.

Dilemma combos can also be powerful. When you seed the dilemmas, you can arrange them so that they come up in a certain order. For instance, if your opponent is hit by a Female's Love Interest and Anaphasic Organism, both of which can remove a female from an away team, he'll have trouble getting by the Matriarchal Society, which requires females to pass.

Finally, you place your outpost at a mission location. Then you shuffle the rest of your deck and you're ready to go!



Star Trek: TNG Card Dissection

A. Name: All your favorites and then some.

B. Affiliation: Federation, Klingon, Romulan or Non-aligned.

C. Classification: Everyone's got a job on the ship and Scotty's an Engineer (duh).

D. Lore: The man (or woman, or thing) behind the card.

E. Skills: The abilities this personnel possesses. Some personnel have "Super" classifications, by having a classification in this box (such as Scotty's "Engineer").

F. Attributes: Integrity (your morals), Cunning (your brains) and Strength (your biceps).

G. Icons: Scotty has a command icon, meaning he's a take-charge kind of guy. Other icons include staff, holographic and alternate universe.

Playing the Game

Now we come to the meat and potatoes of the game: executing orders, also known as "doing stuff." You have many options during this part of the turn. Most commonly, you'll move your ships around and attempt missions, but if you've got some Klingons with itchy trigger fingers, this is when you can kick some pah'tak tail.

Missions

There are two types of missions: planet and space. To attempt a planet mission, you form an away team

and beam down. For a space mission, you'll have to assign everyone on your ship to attempt the mission.

Most missions will have dilemmas underneath them. You take on the dilemmas one at a time, from the bottom of the stack up. Usually, they will have some requirements such as a certain combination of skills or an attribute total. If these requirements aren't met, one of your personnel, or your ship, is going to be in worse shape than a tribble in Worf's calisthenics program.

If you do get by the dilemma, it's discarded and you move on until all dilemmas are overcome or your people are "stopped" by a dilemma they can't overcome. It's a good idea to have as many classifications of personnel (officer, engineer, security, medical and so on) as possible when attempting a mission, since many dilemmas are overcome by a mixture of classifications.

Once the dilemmas are gone, you check the mission requirements. If you still have the skills or attribute totals listed on the mission card, you complete the mission and earn the points on the card.

And there's nothing more embarrassing than getting wiped out by your own dilemma. Believe me, I know.

Battle

Of course, what would a game be without the opportunity to stomp your opponent into a quivering mass of Jell-O?

The Federation, good guys that they are, never initiates a battle. Klingons and Romulans have no such qualms. You can fight either ship-to-ship or, if your opponent is on a planet, you can beam down an away team of your own to attack him. In either case, you'll want to have leadership (a skill) or an officer (a classification) on your ship or in your attack party.

In a ship battle, you'll want to have weapons greater than your opponent's shields, since that's how you damage each other. Of course, he'll hurt you too if his weapons are greater than your shields—all battle is simultaneous—but that's the risk. If weapons are more than twice the shields, the ship is destroyed with one shot. The event Bynars Weapon Enhancement is awesome here, as it adds two to the weapons of all your ships. Some interrupts, such as Asteroid Sanctuary or Anti-Matter Spread, can also be played to increase your chances of survival.

In an away team battle, if one side doesn't have leadership or an officer, it immediately loses. Otherwise, total up the strengths of all personnel in each party. This is where phasers and disrupters (+2 to all personnel's strength) come in very handy. The higher total is the winner of the battle.

the Deck

Chances are, you don't have the entire bridge crew. If you do, you're bound to get tired of them after a while. Or, maybe you've just spent a long day at the office and you want to throw diplomacy to the wind and just blow stuff up. You need Klingons.

The deck outlined here contains mostly common cards, with two rares and a few uncommons. With a Warp Pack and a few *Alternate Universe* packs you shouldn't have much trouble throwing it together.

The main strategy of this deck is to attack, attack, attack! Load your ships up with Officers, so you'll be able to attack and wait for your opponent to make his move. Mission accomplishment is secondary with this deck. Cripple your opponent first, and then worry about the missions. If you try to do missions first, you risk losing personnel and ships to dilemmas.

- **Bynars: Weapon Enhancement.** One of the two rares, this raises the weapons of all your ships by two. How useful can you get? Nutational Shields does the same to your shields.
- **Auto-Destruct Sequence.** The best way for a true warrior to die.
- **Distortion of Space/Time Continuum.** This will allow you to make another move or attack with a ship, so you can damage and then destroy him in one turn.
- **Husnock Ship.** With weapons of 9 and shields of 12, this baby can really dish out the pain and walk away without a scratch.
- **K'Vorts & K'Ratak.** Each of these ships only require one person to staff them. Stick a single Officer on each, and you've got a deadly armada.
- **Excavation.** Espionage allows you to do this Federation/Romulan mission. If nothing else, it'll confuse the heck out of your opponents.
- **Dilemmas.** Conundrum makes him attack you. The Love Interests strand his characters, leaving them vulnerable to attack. Impassable Door, Malfunctioning Door, Menthar Booby Trap and Worshiper slow him down, allowing you to move in to attack. Interphasic Plasma Creatures lower his personnel's Strengths. Hunter Gangs, Microbiotic Colony and Tarellian Plague Ship can decimate his ships and Away Teams.

Ingredients

Missions
1 Excavation
1 Fever Emergency
1 Investigate Anomaly
1 Relief Mission
1 Sensitive Search
1 Test Mission

Dilemmas
1 Conundrum
1 Female's Love Interest
1 Hunter Gangs
1 Impassable Door
2 Interphasic Plasma Creatures
1 Male's Love Interest
1 Malfunctioning Door
1 Menthar Booby Trap
1 Microbiotic Colony
1 Tarellian Plague Ship
1 Worshiper

Other Seed Cards
1 Alternate Universe Door
1 Klingon Outpost

Personnel
1 Baran
2 Batrell
1 B'Etor
1 Bok
3 Divok
2 Gorath
1 J'Ddan
2 Klag
1 Kromm
1 Kargan
1 Morag
2 Vekor

Ships
1 Combat Vessel
1 Husnock Ship
2 I.K.C. K'Vort
1 I.K.C. K'Ratak
1 I.K.C. Vor'Cha

Equipment
1 Engineering Kit
1 Klingon Disruptor

Events
1 Atmospheric Ionization
1 Bynars: Weapon Enhancement
1 Espionage: Klingon on Federation
1 Neural Servo Device
1 Nutational Shields
1 Static Warp Bubble
1 Tetryon Field

Interrupts
1 Anti-Matter Spread
1 Auto-Destruct Sequence
1 Distortion of Space/Time Continuum
2 Kevin Uxbridge
1 Palor Toff - Alien Trader
1 Particle Fountain

tle. The loser must randomly select one personnel to die.

You don't actually gain points for battle (this is the 24th century, where everyone lives in peace, right?), but it can be an effective way to hamper your opponent and prevent him from gaining points.

Card Drawing

Even a Pakled could figure this part out. This is always the very last thing you do in your turn. If there is some effect that says it occurs "at the end of your turn," do it just before your card draw.

How to Win

The first player to reach 100 points wins the game. Usually, missions are your main source of points, but some dilemmas and interrupts can give you points. If you remember where you placed them, it's often worthwhile to hit a dilemma intentionally when you know you can overcome it to gain its points.

The Closing Credits

Now you're ready to boldly go...well, you've heard that before. Just remember that the purpose of the game is to have fun. You don't always have to build a "killer" deck full of artifacts and every name character in the show. Try different combinations and personnel that you wouldn't normally try. Keep in mind the Vulcan philosophy of IDIC: Infinite Diversity in Infinite Combinations.

But if all else fails, remember the Klingon philosophy of KBTN: Kick Butt and Take Names.

Jason Winter is the head Star Trek netrep for Decipher Inc. He answers to Q, DAnswerMan and occasionally, Eugene.

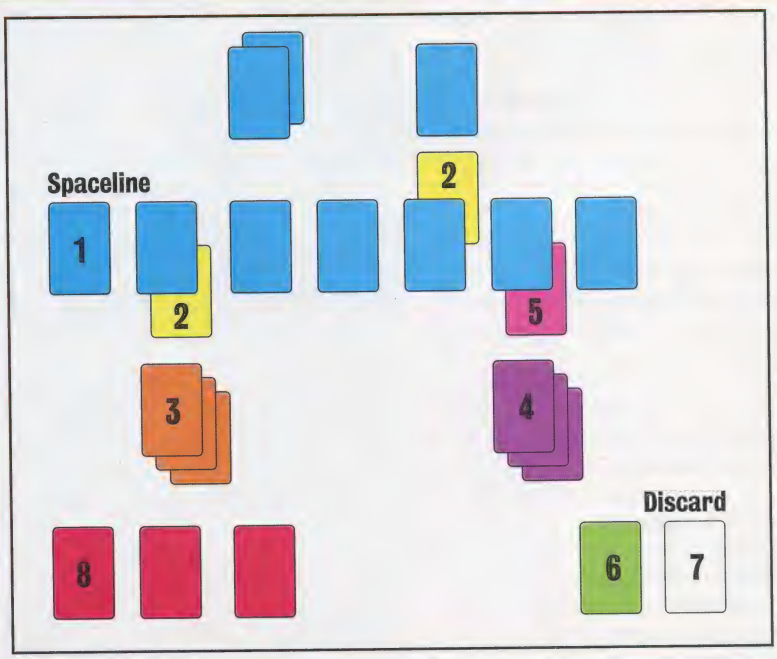
The Card to Get

Why is Jean-Luc Picard so powerful?

The Federation's leading man is the only personnel in the game with six skills, making him suited to a wide variety of tasks. Diplomacy x2 and Navigaton lets him waltz through Q-Nets and Tetryon Fields, and his attributes of 9/8/6 are exceptional. Most of all, according to my mother and sister, Patrick Stewart is a "sexy bald guy."

Playing Field

1. **The Spaceline:** 12 cards long, these are the mission locations where you will have your adventures.
2. **Outposts:** What "Go" is to Monopoly.
3. **Personnel at Outpost:** Waiting for the next taxi.
4. **Ship & Personnel:** The friendly way to fly.
5. **Away Team:** A group of personnel beamed down to a planet.
6. **Draw Pile:** Where you draw from (duh).
7. **Discard Pile:** Where you discard to (yawn).
8. **Special cards:** Some events or dilemmas have a lasting effect and stay in play until they are somehow destroyed.



This summer, the greatest planeswalkers of Dominia converge on Wizards of the Coast.

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AUGUST 16-18

Watch top players from twenty nations vie for a cash purse of $200,000, and a trophy-display of the rarest Magic card in existence! Navigate the Empire Grid-Widget factory and the wonderlands of net-space in sideline games of RoboRally™ and the Netrunner™ TCG! Duel WotC "gunslingers," and meet a throng of celebrities, including Alexander Blumke, Bertrand Lestrée, and Richard Garfield!

MAGIC: THE GATHERING PRO TOUR 19 96 WORLD CHAMPIONSHIP

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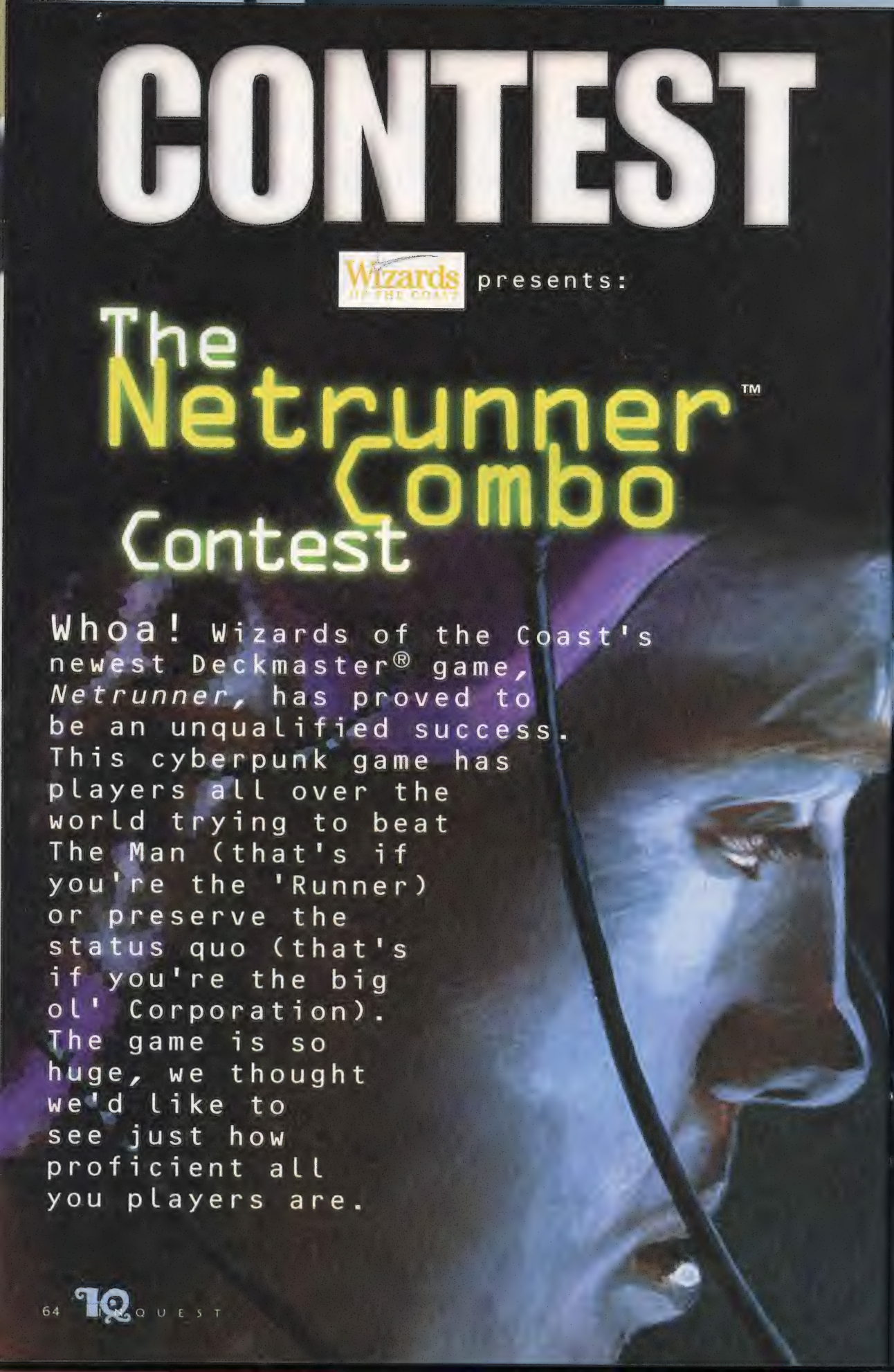
CONTEST

Wizards of the Coast presents:

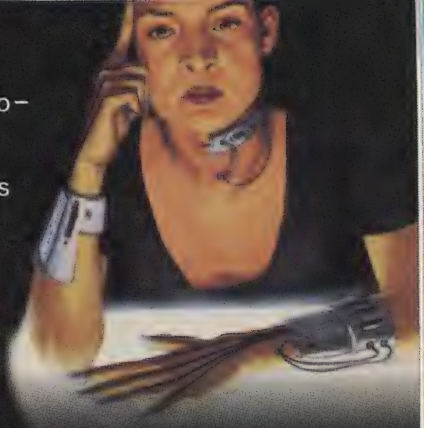
The Netrunner™ Combo Contest



Whoa! Wizards of the Coast's newest Deckmaster® game, *Netrunner*, has proved to be an unqualified success. This cyberpunk game has players all over the world trying to beat The Man (that's if you're the 'Runner) or preserve the status quo (that's if you're the big ol' Corporation). The game is so huge, we thought we'd like to see just how proficient all you players are.

OKAY. SO HOW DO WE DO THAT?

Easy. Just submit what you think the best two-card *Netrunner* combinations are, using one combo for each side—one for the Runner and one for the Corp. If we think your two combos are tops, you'll net some loot! But you'd better act fast—this contest expires August 30, 1996, right about the same time the first *Netrunner* expansion hits. This may be your last chance to get in on some great first-run *Netrunner* prizes!



THOSE AFOREMENTIONED GREAT FIRST-RUN *NETRUNNER* PRIZES:

GRAND PRIZE (1): One card-combo-slinger will receive a box of *Netrunner* starter decks, a box of *Netrunner* booster packs and a swell-as-all-heck *Netrunner* T-shirt.

RUNNER-UP (10): Ten runners-up will each receive a *Netrunner* starter deck, 10 *Netrunner* boosters and a *Netrunner* T-shirt.

This contest is sponsored by Wizards of the Coast.

Wizards OF THE COAST

R. TALSORIAN GAMES, INC.

Fill this out, put it in an envelope and send it to:

Netrunner Combo Contest

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.
Deadline is August 30, 1996.

RUNNING DOWN THE LEGAL

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast and their immediate families or anybody we hear saying "Cyberpunk? Oh...you mean like 'Tron.' " Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form, a standard postcard or a 3-by-5-inch index card and attach your two two-card *Netrunner* card combos. Enter as many times as you like. Mail each entry separately to: *Netrunner* Combo Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Safety tip: Don't see "Johnny Mnemonic." **All entries must be received at contest headquarters by August 30, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on originality, creativity and effectiveness from among all properly completed entries by Wizard Press. Judging will take place on September 15, 1996.

For a list of winners, available after September 15, 1996, send a self-addressed stamped envelope to: *Netrunner* Combo Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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Deadline is **August 30, 1996**

NETRUNNER COMBO CONTEST

Name: _____

Age: _____ Male or Female? _____

Address: _____

City: _____

State: _____ ZIP: _____

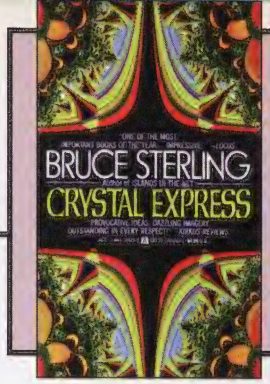
Phone: ( ) _____

Best Corporation Card Combo: _____

Best Runner Card Combo: _____

How did you first hear about the game *Netrunner*? _____

BRUCE STERLING



© Bruce Sterling

By Allen Varney

When he was 17, he greeted people with, "Sterling's my name, science fiction's my game." Now 42, writer Bruce Sterling speaks with more original language, but keeps the same unwavering commitment to his life's work.

From *Schismatrix* (1985) through *Heavy Weather* (1995) and the forthcoming *Holy Fire*, Sterling has pushed science fiction into strange new territory—paradoxically, by studying the present as closely as a news junkie. Reading *World Press Review*, the weekly *Manchester Guardian*, weird fanzines and technical journals, Sterling works at "finding out what's going on and then warping it beyond all recognition."

VITAL STATS: BRUCE STERLING

Name: Michael Bruce Sterling
Birth: April 14, 1954, in Brownsville, Texas
Occupation: Writer and editor
Base of Operations: Austin, Texas
Career Highlights: *Involution Ocean* (1978), *The Artificial Kid* (1980), *Schismatrix* (1985), *Islands in the Net* (1988), *The Difference Engine* (with William Gibson, 1990), *The Hacker Crackdown: Law and Order on the Electronic Frontier* (1992), *Heavy Weather* (1994), *Holy Fire* (due this September from Bantam Books)

Sterling admires writers like J.G. Ballard and Olaf Stapledon, for whom science fiction was not a setting for otherworldly adventure but a commentary on our time, a vehicle for philosophical and social ideas. He rejects "the stored body fat of science fiction," stale concepts ripped straight from the '30s and '40s: galactic empires, luxurious spaceships, America-supreme futures.

"Extrapolations that once held some intellectual validity have now become distorted folk tales," he wrote in 1986. "Readers and authors alike wrap themselves in escapist nonsense, quilted up from rags and tatters of jingoist imperial Americana or the comfortable minutiae of technical obsession. Yet this represents a profound abdication of science fiction's role in society"—a role which is commentary on the present using new visions of the human future.

This comes from *Cheap Truth*, a fire-breathing broadsheet that Sterling wrote and edited in the mid-'80s under the pseudonym Vincent Omniaveritas. (*Vincit omnia veritas* is Latin for "truth conquers all.")

Cheap Truth became the avowed propaganda organ for a group of young writers—William Gibson, Lewis Shiner, John Shirley and Pat Cadigan—devoted to science fiction's new visions. They sometimes called themselves "the Movement," but the label that stuck was "cyberpunk," an allusion to the genre's gritty mix of man and machine. Though he has always disliked the term, Sterling became known as cyberpunk's chief spokesperson—"Chairman Bruce"—because he edited the genre's definitive anthology, *Mirrorshades* (1986).

Sterling wrote *Cheap Truth* as an outsider looking in, an impoverished revolutionary. He spoke freely, with what he calls "the honesty of complete desperation...knowing that what you say can't do any real harm." Today, after speeches at academic conferences, articles in dollar-a-word national magazines, testimony before Congress on the future of telecommunications and science fiction promotional tours on behalf of the United States Information Agency, Sterling tempers his criticism of fellow writers: He knows that his words carry weight.

"I can't ride by on a motorcycle and lob beer cans any more," he says wistfully. "Now I arrive in a presidential motorcade." He gets a call on his other line. "Gotta go, man," he says, almost abashed. "It's the BBC."

Favorite work of your own...
Crystal Express [1989], my first short story collection.

The person you'd most like to meet...
Vaclav Havel [playwright and prime minister of the Czech Republic].

Favorite munchie at 2 a.m....
Dried squid

Favorite toy as a kid and as an adult...
Kid: matches. Adult: Internet.

Favorite pastime or hobby...
Messing with computers, modems and fax machines; studying dead forms of media. [On the Internet, Sterling maintains a dead media mailing list devoted to eight-track tapes, punch cards, stereopticon viewers and the like.]

Favorite roleplaying or card games...
Dungeons & Dragons. Too bad I don't have the time or opportunity to play anymore. [Sterling ran a *D&D* campaign for eight years in the '70s.]

Fantasy character or creature most like you...
What's the name of that giant praying mantis in the '50s movie that lays the planet to waste? [The film was called "The Deadly Mantis."]

Things you collect...
Rubber stamps, enamelled cowboy hatpins, intellectual property disclaimer statements

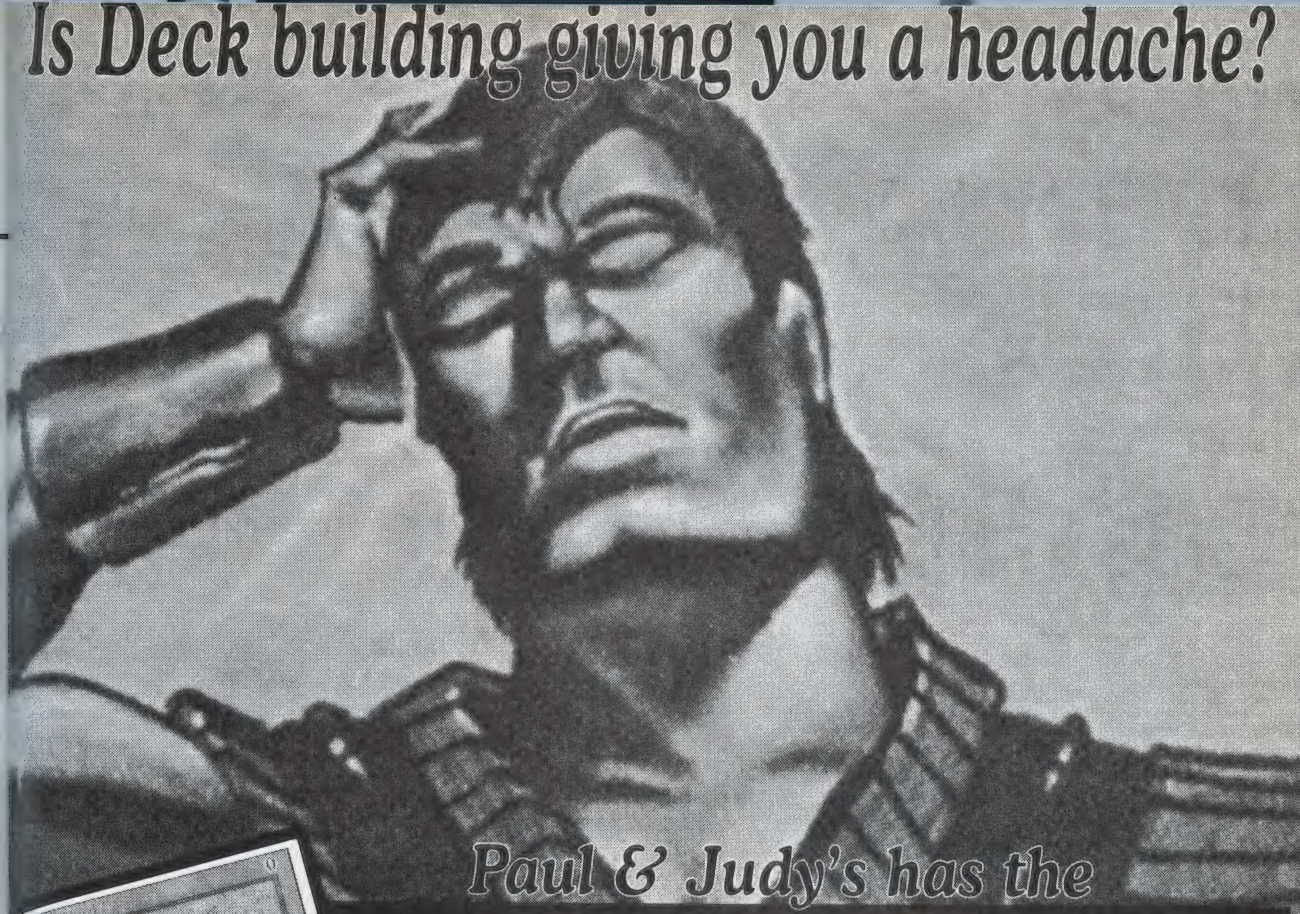
Favorite fantasy character...
Hard to say. Something really obscure and intellectualized. Maybe Lord Gro in *The Worm Ouroboros* [E.R. Eddison, 1922] or Doctor Prunesquallor in the "Gormenghast" trilogy [Mervyn Peake, 1946-59].

People you'd most like to work with...
William Gibson, Rudy Rucker, Lewis Shiner, John Shirley, John Kessel, Vilma Kadleckova, Goro Masaki—wait a minute, those are people I've *already* worked with...

Most embarrassing moment...
I can't really tell you, though submitting to this interview ranks right on up there.

If you were an all-powerful wizard, what you would do with your powers...
Probably create 10 planet Earths in the same orbit and divvy up the current global population among them. With this act, civilization would probably survive in at least one or two of 'em.

Is Deck building giving you a headache?



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The UFO Files

By Ethan Rasiel

Alien flying saucers—are they real or just cornball stories made up by people with nothing better to do?

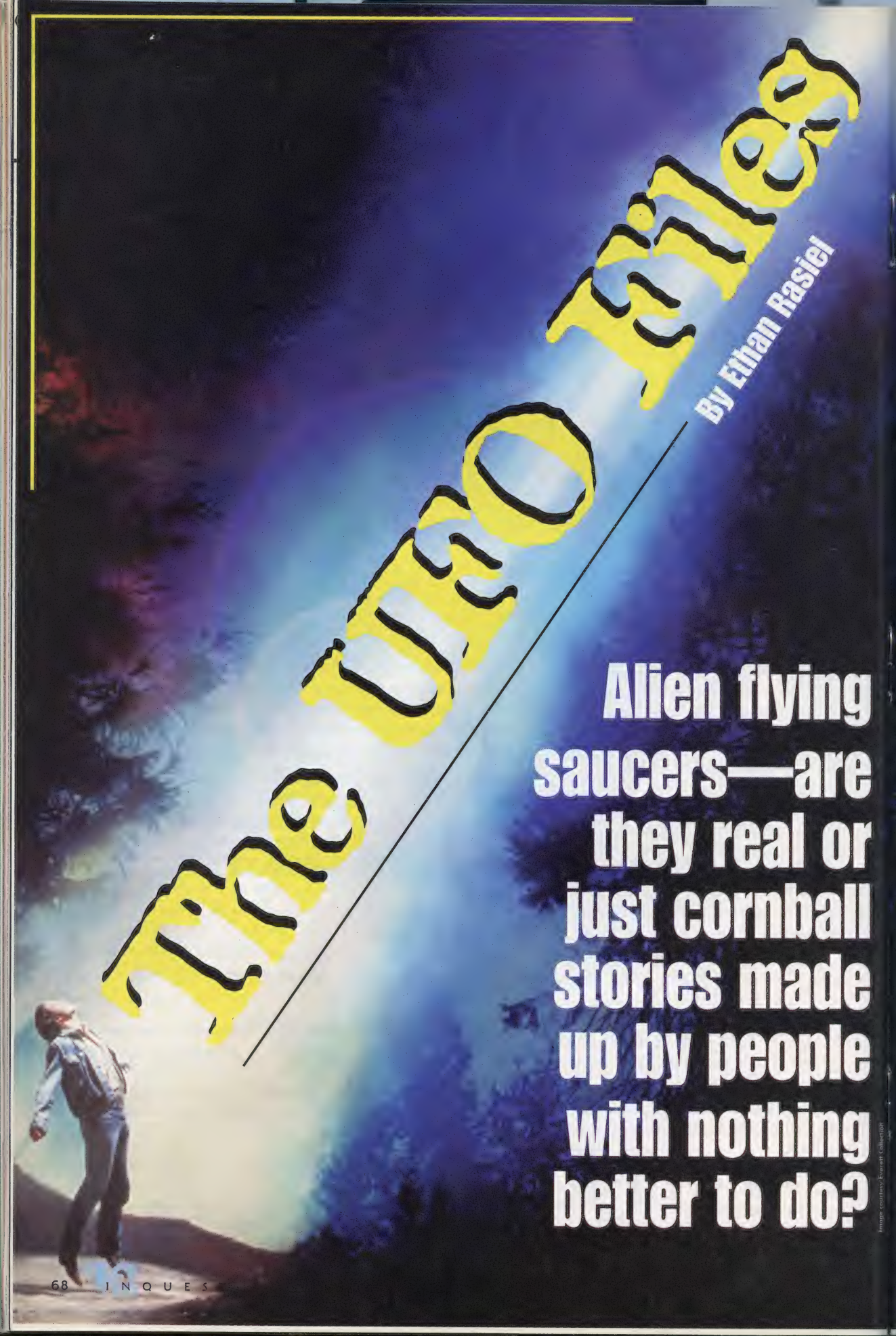

Image courtesy Everett Collection

The phenomenon of the unidentified flying object, or UFO, has captured the public consciousness in a way duplicated only, perhaps, by Chia Pets, Slinkies, Silly Putty and the Weeble. That is, no one knows where they come from, how they work or why they're here.

In fact, some have reasoned that the existence of Weebles, which wobble but don't fall down, is best explained by the theory that they're actually alien crash test dummies using an antigravity technology yet undreamed of by humans.

The United States government has never publicly admitted that alien spaceships exist. Of course, the government has a history of concealing the truth about items such as tape-recorded conversations, arms trades and the cost of Bill Clinton's haircuts.

Over the years, the government has explained myriad UFO sightings as being caused by weather balloons. This attempt to end the controversy was slightly less successful than Prohibition.

Ironically, although the government denies the existence of aliens (at least those from other planets), the August 1992 *Open Line Newspaper* claims a federal law established days after the first manned moon landing forbids contact with aliens, ostensibly because of fear of contracting disease.

The newspaper reported that "anyone guilty of such contact automatically becomes a wanted criminal to be jailed for one year and fined $5,000. The NASA administrator is empowered to determine with or without a hearing that a person or object has been 'extraterrestrially exposed' and impose an indeterminate quarantine under armed guard, which could not be broken even by court order."

There's no law barring contact with wood nymphs or zombies. Why aliens? Are they really real?

Decide for yourself. Be warned, however, that to take UFOs seriously you've got to be able to say "UFOlogy," the word for the study of UFOs, with a straight face.

An Alien Encounter Primer

A system has been devised to categorize the thousands of reported UFO sightings and their various types of mischief, such as animal mutations, abductions and Led Zeppelin box set cover design workshops.

According to Dr. J. Allen Hynek's *The UFO Experience*, a close encounter of the first kind is the observation of a UFO within 150 yards. A close encounter of the second kind involves some form of physical evidence left by a UFO. A close encounter of the third kind is a visual sighting of an occupant or entity associated with a UFO.

In case you're curious, Hynek notes that if a CE3 is reported, a UFO has been identified as a spaceship...and therefore can't be called a UFO.

Let's take a closer look at each type of close encounter.

"I Tawt I Taw a Flying Tawcer!"

Many claim that there's evidence of sightings dating back to biblical times—including some in the Bible itself!

Morris K. Jessup's *UFO and the Bible* argues that first-hand UFO observations were garbled by translators. Christ didn't ascend into the clouds—he was pulled into a UFO by a tractor beam. References to wheels in the sky on fire are, of course, evidence of UFOs.

According to *The Sky People* by Brinsley Lepoer Trench, the snake in the Garden of Eden was actually from another race visiting Earth to find human sexual partners. Which, we suppose, would make the apple some kind of sex aid.

The contemporary UFO period began on June 24, 1947, when Kenneth Arnold, flying in his private plane near Mount Rainier in Washington state, claimed to see nine bright objects resembling silver wings that traveled faster than any airplane he had seen. Supposedly, they flew in formation, and Arnold said that they moved "like a saucer would if you skipped it across the water."

Had Arnold said they moved like plates skipping across the water, maybe today we'd be talking about a different kind of airborne flatware. Instead, Arnold coined the term "flying saucer."

The government said that the objects were weather balloons.

However, in 1994, the Air Force retracted that story. It now claims that Arnold witnessed Project Mogul, a balloon-based system designed to detect Soviet atomic bomb tests.

Which is another way of saying, "There is no UFO. We lied before, but this time, we mean it. There is no UFO."

The government is also well-known for its Project Bluebook, an Air Force organization formed in the 1950s to release official explanations for unidentified objects. Bluebook was terminated in 1969 without ever producing any useful conclusions.

Is there alien intelligence behind UFO sightings? Some think so—and they're not all institutionalized (although more on that later).

"Thomas Edison had a machine to contact the dead. He claimed it worked," says Mort Castle, the author of Angel Entertainment's new three-issue limited series comic book *Secret Files*, which is based on the work of prominent UFOlogist Bob Howard.

"This is the guy who did the light bulb, not a nut case! I believe that too many rational, intelligent people have said, 'We've seen something for which we have no rational explanation.' Imagine the pomposity of those who think we are the only intelligent beings in the universe."

"They Cut Up Horses with Lasers, Don't They?"

Those who believe in UFOs cite physical evidence such as animal mutilations and crop circles as proof. Those occurrences fall under the category of a close encounter of the second kind (CE2)—that is, not good enough to make a movie out of.

A well-known case of animal mutilation occurred on Sept. 9, 1967, when a 3-year-old colt was found dead in southern Colorado. Timothy Good described the scene in his book *Alien Contact: Top-Secret UFO Files Revealed*:

"The entire head of the animal was stripped clean of all flesh and muscle, and the brain, organs and spine were missing. No signs of blood or tire tracks near the animal could be found. Fifteen circular exhaust marks were discovered in the vicinity, and a 3-foot circle of six or eight holes in the ground, each about four inches across and three to four inches deep, was found near a damaged bush 40 feet away from the animal's body. A Forest Service Ranger checked with a Geiger counter and found evidence of radiation around the exhaust marks, but the radiation count decreased the closer he approached the horse's carcass."

The case was investigated later by Dr. John Altshuler, currently assistant clinical professor of medicine

and pathology at the University of Colorado Health Center in Denver. Years later, Altshuler relayed his findings to Good:

"When I got close to the horse, I could see that it was also cut from the neck down to the base of the chest in a vertical, clean incision. At the edge of the cut, there was a darkened color as if the flesh had been opened and cauterized with a surgical cauterizing blade. The outer edges of the skin were firm, almost as if they had been cauterized with a modern-day laser. But there was no surgical laser technology like that in 1967... Most amazing was the lack of blood. I have done hundreds of autopsies. You can't get into a body without getting some blood. But there was no blood on the skin or on the ground."

This case was the first to attract widespread attention, Good claims. Thousands of similar cases have been reported since then involving cattle, horses, sheep, goats and other animals.

Good suggests several theories, including satanic cults and predators, but those wouldn't explain the precision cutting. He also suggests that the U.S. government used helicopters to transport the bodies of the animals to labs, where top-secret tests were conducted on them before being returned.

Yet the leading explanation offered for the animal mutilations is little green men from up there.

"Perhaps we should remain open to the possibility that some alien intelligence requires certain substances from animals," Good writes, "either for their own sustenance, or for genetic experiments—or both. After all, do we humans not abuse animals for similar reasons?"

Speak for yourself, buddy.

Crop circles, another CE2 phenomenon, are giant patterns that appear overnight in fields and are supposedly created by aliens. Many have been revealed to be hoaxes, although some are still unexplained. At least one study concluded that many possibly genuine formations were created in the rain, which would make faking them more difficult.

Crop circles have been appearing for hundreds of years, but their frequency has been increasing recently. Still, there's never been a credible explanation for why aliens would bother to create crop circles in the first place. Are they messages from aliens, or do the extraterrestrials consider our planet to be nothing more than a big Etch-A-Sketch? Perhaps the aliens are just extremely bored—which would make them more like humans than originally thought.

"Are crop circles messages from aliens, or do the extraterrestrials consider our planet to be nothing more than a big Etch-A-Sketch?"

"Take My Wife...Please"

"In November 1975, a group of six tree-trimmers were driving home from work in a truck in the Sitgreave-Apache National Forest in Arizona," writes Nick Humphries in his Internet UFO Guide.

"The driver stopped the truck when he noticed that a flying saucer was hovering about 15 feet above some nearby trees. Travis Walton approached the craft on foot, despite the objections of his workmates. He was then knocked to the ground by a blue and white light. When the men in the truck saw this, they were terrified and sped off down the road leaving him for dead. Once they had calmed down, they returned to that spot and couldn't find any sign of Travis or the flying saucer. Five days later, Travis was returned to Earth wondering what had happened to him for the past few days."

Walton later learned through hypnotic regression of being experimented on by three aliens in a spaceship. His story was made into the 1993 movie "Fire in the Sky."

Relatively few abductees have been the subject of movies starring D.B. Sweeney and *E.T.*'s Henry Thomas, as was Walton. But not counting that unusual aftermath, there have been dozens of similar reported abductions, some more bizarre, none less so.

Like Walton, many abductees report "missing time," minutes or hours they cannot account for. Sexual experimentation with the aliens is frequent. Many supposed abductees find their clothes ripped.

Some people wonder why aliens supposedly erase folks' memories after close encounters. Are they worried about a lawsuit? Where would we send the subpoena?

Or, as *Omni* magazine has suggested, are therapists using hypnosis to plant memories of UFO encounters in people?

Frequently, alien abductees are given lie detector tests to determine if they are trying to pull a hoax. And, in several reports, the tests were passed. However, polygraph expert Jeremy Barrett discussed that issue as part of a UFO debate for a British radio talk show.

"There is absolutely no doubt that these people were telling the truth,"

Frisbees, hubcaps, plates or perhaps the real thing? You decide.

Photos courtesy AP/Wide World Photos

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Barrett said. "But if you truly truly believe that you were Napoleon Bonaparte, and I put you on a polygraph instrument, you would come through as being truthful. Now I'm not saying that people that have seen UFOs are nutty. But it could be in their minds."

There are in fact mental health experts who specialize in treating alien abductees. Few are as infamous as Harvard psychiatrist John Mack, who wrote *Abduction: Human Encounters with Aliens* in 1994. Mack, who supports his patient's claims of alien abductions, writes that as many as several *million* people have been abducted by UFOs! Strangely, they all drive pickup trucks.

The ultimate close encounter would have to be filmed to be convincing. The great guys and gals at Fox TV haven't let us down, airing a special billed as an "Alien Autopsy." According to the "documentary," a spaceship crash-landed in Roswell, N.M., in 1947, and the government managed to get hold of the pilot's corpse and dissect it. Further, a tape surfaced after almost 50 years when its conveniently anonymous cameraman sold it to a British documentary producer.

The special, which has also been released on videotape, was hosted by William Riker—I mean Jonathan Frakes, who played Riker on "Star Trek: The Next Generation." With that kind of star power behind it, it has to be the genuine article. Right?

Several facts became clear upon viewing the tape:

- Only two walls of the "room" the "alien" is dissected in are ever visible. The camera moves all around the room, but is always pointed down at the table whenever it's facing the other half of the set, I mean room.
- Only two doctors manage to dissect an alien in a couple of hours. You'd think that a space alien would get at least a few days of attention.
- The "alien" has a burned leg but no other damage. Wouldn't a spaceship crash-landing mix up the bits and pieces a little more?
- The alien looks remarkably like a deformed human. Hmmm, maybe it's a deformed human, or a doctored human corpse.
- An *InQuest* editor claimed to see a string on the alien's back next to the words, "Pull to hear Alf talk."

Except for these small complaints, and 37 others, the film is excellent...although you may not look at some of the stranger bits in your cafeteria lunch or fast food meal the same way for a while.

In case you're wondering, there apparently was some kind of crash in Roswell in 1947—of what no one's sure, or no one's telling—and the "Star Trek" people have a sensible explanation for it that bypasses all the Frakes "Alien Autopsy" nonsense. A recent "Deep Space Nine" episode asserts that the crash was neither a weather balloon nor a flying saucer but...a time-traveling vehicle carrying Quark and other bar-tending, latinum-trading Ferengi aliens from the United Federation of Planets' far-flung outpost.

On second thought, maybe we'd better not phone the newspapers on this just yet.

"Get a Life, People!"

Lately there seems to have been a touch of impatience in American society over the failure to settle the UFO controversy, perhaps because we've never been so close to the year 2000 before. After all, everybody knows that the year 2000 is officially "the future," and what future is complete without contact with alien races?

There are at least two alien invasion movies out already this year. There is the popular "Communion" book series. There are loads of television shows about alien races. There's even a town in Nevada which has become a tourist destination for UFO seekers. (Rachel, Nev., in case you're thinking of driving—or landing—there, is near Area 51, a secret military base where some claim tests are conducted on captured alien flying saucers.)

"The X-Files" star David Duchovny, in an interview in *Rolling Stone*, refused to let people blame his UFO-and-paranormal-phenomena-chasing-FBI-agent TV show for the public obsession with UFOs.

"We didn't create this," Duchovny said, "we tapped into it."

Perhaps that old alien buster (and seducer) William Shatner himself could lend a little common sense on this matter. As he once said, "Get a life, people!"

Ethan Rasiel's interview with space pilot and "Star Wars" author Timothy Zahn starts on page 50.

UFO Hoax Dos and Don'ts

You probably don't realize how simple it is to create your own UFO hoax. Remember to get your parents' permission before you start!

Dos

1. Think of a crazy story—the nuttier the better. The philosophy here is to create a tale so wild that people will think that only a moron could make this stuff up, so it must be true. What they don't know is that you really are a moron. Tried and true ideas include horny aliens, aliens pretending to be humans and alien cow-tipping.

2. Get a Polaroid camera. This is important because a negative is needed to analyze a photo. If you use a Polaroid, which doesn't generate negatives, scientists, the media and your neighbors will be forced to accept what's in your picture as real!

3. Wait until it gets dark out before you take your picture. It's a known fact that UFOs always wait until it's dark outside to buzz neighborhoods. Also, this way, their blinking lights look much cooler.

4. The easiest part: Take the photo. Just get your brother to toss a Frisbee past the window. If you're really ambitious, build a clay model and suspend it in front of the window with string. Many people think that UFOs are cigar shaped, so if you have a cigar, that'll do in a pinch.

5. Contact your local newspaper! Hopefully, the newspaper will place your UFO story on a wire service, where it'll be picked up by *The New York Times* and eventually made into a special on Fox.

Don'ts

1. Don't ask to paid for an interview. This is an immediate tip-off that you are in it just for the money, which may be true, but nobody needs to know that.

2. Don't contradict yourself. In one famous UFO hoax, a woman claimed that the aliens abducting her didn't understand our concept of time, yet she quoted one of them as saying, "Wait a minute." Oops.

3. Don't let them make you take a polygraph test! You'll fail because you're lying. Tell them that if they don't believe you, you'll take your story elsewhere! Watch 'em scramble.

4. Don't release any UFO photos in which the string holding up your model is visible. This has been the downfall of more UFO hoaxes than you might expect.

5. When your story is made into a special on Fox, make sure that Jonathan Frakes is not the host because you will instantly forfeit every shred of your carefully earned credibility. Hosts to consider: James Earl Jones, Cindy Crawford and Dee Snider.

Please note that *InQuest* does not condone illegal or deceptive activities, and if anyone asks, we never discussed this.

—Ethan Rasiel

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Dragon-lore

The top 10 most powerful *Middle-earth: The Dragons* cards

by Jeff Hannes and Mike Searle

Gollum without his "Precious" never had it so bad. We've been without new *Middle-earth* cards so long, it's fast approaching the Fifth Age (or at least it seems that way).

But wait...praise Eru, the new set has arrived! *Middle-earth: The Dragons* brings 180 new cards to Tolkien's universe, and it was well worth the wait. You've got a slew of new beasties (dragons, drakes, hobgoblins, morgul rats), the fun of "riddling," a hoard of cool new items (enruned shields, adamant helmets, dragon-horn bows) and tons of combat cards to ensure your characters don't suffer the same fate as a couple of orcs strolling through Minas Tirith.

So much stuff. So many good cards. And to think, we had to pick the 10 best...

Wizard's Staff

Let's see...a greater item for three marshalling points, plus your wizard gets +2 prowess, can cast spells at a +2 corruption check, and can retrieve one spell, ritual or light enchantment every turn from the discard pile, *and* it serves as a walking stick, to boot. Plus, it's not unique, so if you want a better chance of drawing one you can load up to three into your deck. Whew—can it get any better? I bet Sauron wishes he traded in his ring for this thing.

Scorba Ahunt

How much would you give to really clock your opponent right out of the starting blocks? Before you go bartering off your extra mithril, check out Scorba Ahunt. This long-event allows a dragon, of all creatures, to slam your opponent's party with four strikes at 10 prowess straight out of Rivendell and anywhere along the entire Northwest. As if that weren't bad enough, the attacker gets to choose who defends. All you need is a Doors of Night, and that ain't no tough task.

Shadow of Mordor

As if Mordor wasn't a dark enough place already...can you imagine what its *shadows* are like? If not, this card'll give you a pretty good idea. This bad boy's a permanent-hazard event which has two powerful abilities—increasing the hazard limit and extra card drawing. It's guaranteed to slow your opponent down to a crawl, or you'll end up pounding him with a series of Nazgûl attacks or the dreaded Minions Stir, orc-after-orc barrage. Mass carnage the way Sauron intended it to be...

Thráin II

Thráin's a Wheaties boy if we ever saw one! The guy's a whopping 7/8, the biggest dwarf in *Middle-earth*. And with two direct influence and an additional +3 against dwarves and dwarf factions, he's got enough to control even the big boys like Balin or Gloin. All this *and* he's got the sage and ranger skills, a rarity among dwarves. Our guess: He's in the starting lineup in any dwarf deck.

Buhr Widu

Nice and close to central Lórien. A cakewalk to beat the one-strike-at-10 troll auto-attack, with minor and major items playable there. Not bad, but why not just use the Barrow-Downs or something? Answer: The dang thing's reusable! That's right, Buhr Widu never goes to the discard pile. So you can go back over and over and over and over and...

Marvels Told

After umpteen complaints about nasty permanent-events like The Nazgûl are Abroad and Bane of the Ithil Stone, ICE finally did something about it. The marvel here is that this handy-dandy ritual lets any sage knock off even the toughest hazard-permanent events without so much as breaking a sweat. Sauron's Will may be strong, but the tales of your sage can be even stronger.

Wormsbane

With so many dragons lurking about, it almost makes you want to huddle up in the corner of a hobbit hole. Fortunately, for those of you with a bit of Tookish blood in your veins, there's Wormsbane—a fine hunk o' steel that makes dragon-hunting a snap. With a special +4 prowess/-2 to the strike's body against dragons, Wormsbane is the dragonslayer's weapon of choice. And being just a plain ol' greater item, you won't have to worry about finding it in any impregnable dragon's hoard, either.

King under the Mountain

The coolest thematic card in the set: You get to create your own dwarven kingdom! Sure, you have to flog a dragon first, but if you succeed, your dwarf's king. And being king has its advantages—loyal subjects, your own dwarf-hold, and more. If you have ways of untapping your new dwarf-hold (Dwarven Ring of Durin's Tribe), you have a free ride to play virtually any item with no auto-attack. Now if only we had a way to make hobbits dwarves so Sam could be king...

Echo of All Joy

You look at this card and you immediately think *exploitation*. Keep resource long-events in play for more than a turn? Uh, that can be pretty powerful. Just look at the Will of Sauron! And now it can go the other way. Want lots of prowess plusses? Try throwing an Echo on Clear Skies for +2 prowess to your whole company or on a Star of High Hope for a bonus to all your elves and dúnadans. This card's a can't-miss!

Emerald of the Mariner

There's a lot that's unique about Emerald of the Mariner besides the fact that you can only have one in play at a time. First, it's the only item that doesn't give a character any corruption points, and second, it's the only item that actually helps a character with corruption checks. And guess what? It also increases your hand size by one. Yeesh, all those benefits with zero drawbacks—how can you go wrong?

Honorable Mention

Wind of Wrath

Great idea! You're heading to the Mouths of the Anduin—suddenly storms blow you off course and you end up on the other side of the continent at the Elven Shores. How much fun would it be to play this card? If it weren't for the fact that most companies stick inland, this card would have definitely cracked the top 10 list.

WORST CARD

Wondrous Maps

Why would you put a card into your deck that creates sites when you can put as many sites as you want in your location deck for free? Maybe you want to be able to manufacture a location out of thin air, even if you're in the middle of nowhere? Okay, but you mean to tell us you want to break out your Wondrous Maps and go through all that nonsense just to play a major item at a shadow-hold? What are you, crazy? Boromir had a better plan chasin' after Frodo.

Jeff Hannes and Mike Searle rushed out to see "Dragonheart." Then they just rushed out.

shows & conventions

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By Dan Albaugh

Baldurian Horde
When Baldurian Horde comes into play, discard a card at random from your hand or bury Baldurian Horde.
"Peace will come only when we have taken Varchild's head."
—Lovisa Coldeyes, Baldurian Chieftain

Baldurian Horde—the hottest *Alliances* card?

Cute li'l R2 will probably be worth some bucks.

When *Alliances* was first announced by WotC, there were concerns that the product would be heavy with cards recycling themes from earlier expansions. Initial reports indicate, however, that the 140-card set is filled with fresh and exciting cards. Early prices for *Magic: Alliances* appear in this issue's "Price Guide."

What can we expect from the *Alliances* market two or three months down the road? *Alliances* will probably produce its share of cards like *Homelands*' Autumn Willow and Baron Sengir, favorites that quickly gained value and then held their own while fellow set cards dropped in value.

The initial *Alliances* craze will likely wane and most cards will experience a slight downturn in price. The hot/cool/cold trend that's becoming more prevalent in the CCG hobby has been the rule of thumb for years in sports card collecting. CCG manufacturers, much like sports card companies, are cranking out new products so rapidly that retailers now worry about collector interest in a specific card set being maintained for any length of time.

Last season, nine different football card manufacturers produced more than 36 major card sets, all featuring the same players. Talk about glutting the market! Thankfully, the CCG market hasn't reached that extreme. The upcoming release of the *Star Wars: A New Hope* expansion will undoubtedly take some of the glow off of *Alliances*, but both games have faithful legions of followers and the sales of one shouldn't suffer dramatically at the hands of the other.

While market glut is a concern, it appears the advantage the CCG market has over sports cards is that it can create devoted collector niches more easily.

A Contrast in Philosophies

As the CCG industry has grown, it's taken on many of the less desirable characteristics of the sports card business. Any sports card trade publication contains multiple advertisements for "blowout sales" in which product is being sold at well below cost. Blowouts are a reality in the CCG scene too.

Paul & Judy's of Arthur, Ill., is one of the country's largest hobby card retailers. Says employee John Connor, "The main reason a CCG doesn't sell is because it's not a good product. We would prefer to sell at or around suggested retail, but if retail customers are not buying at that price, we have to find a price at which they will buy. We're here to sell product, not to run a museum housing CCGs.

"When the competition dictates what a product is selling for, then we have to make adjustments," Connor continues. "We do business on a worldwide basis, so our competition is more than the shop around the corner."

Harold Parker, owner of Premier Collectibles in Greenwood, Ind., calls himself a small dealer in a small market. "I pretty much am forced to sell at retail, because the size of my pocketbook doesn't allow me to compete with the large-volume dealers. I wish the manufacturers would come up with some plan to help the small retailers. Limiting the amount of product a retailer can buy might be part of the solution."

No Easy Answers

States Connor, "Prices will hold at suggested retail when the CCG manufacturers make a concentrated effort to produce superior products in limited numbers."

Parker agrees, but has some reservations. "Usually, limited product falls into the hands of the large-volume dealers and they control the prices. I guess it's a Catch-22 situation."

And as the CCG industry grows, there seem to be many tough questions with very few easy answers.

Top 5 Hottest CCGs

1. ***Magic: The Gathering*** **(WotC)**
   Alliances is here and grabbing rave reviews. Check out the single card pricing in this issue.
2. ***Star Wars*** **(Decipher)**
   Still No. 2 on the list, but that may change with the *New Hope* expansion (see page 56), soon to be at your favorite gaming shop.
3. ***Middle-earth: The Wizards*** **(ICE)**
   Middle-earth is a well designed game that continues to please Tolkien fans. (Page 74 has info on the new *Dragons* expansion.)
4. ***Netrunner*** **(WotC)**
   A solid seller, thanks in part to the fact that it's a WotC product. Also because it's a darn good game.
5. ***Mythos: Call of Cthulhu*** **(Chaosium)**
   Mythos is on a course to becoming a prime mover and groover in the CCG field. H.P. Lovecraft fans are digging this game.

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Gauntlet of Might
Ice Storm
Icy Manipulator
Illusionary Mask
Invisibility
Iron Claw Orcs
Jade Statue
Lich
Moxes
Natural Selection
Psionic Blast
Raging River
Sinkhole
Timetwister
Time Vault
Time Walk
Twiddle
Two-Headed Giant
Word of Command

***ARABIAN NIGHTS* SINGLES**

Ali from Cairo
Bazaar of Baghdad
Diamond Valley
Drop of Honey
Elephant Graveyard
Erhnam Djinn
Guardian Beast
Island of Wak-Wak
Jihad
Juzám Djinn
Old Man of the Sea
Pyramids
Ring of Ma'rûf
Shahrazad
Singing Tree

***ANTIQUITIES* SINGLES**

Argivian Archaeologist
Ashnod's Transmogrant
Candelabra of Tawnos
Mishra's Workshop
Urza's Avenger

TAP!

LEGENDS SINGLES

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Acid Rain
All Hallow's Eve
Dakkon Blackblade
Eureka
Firestorm Phoenix
Gravity Sphere
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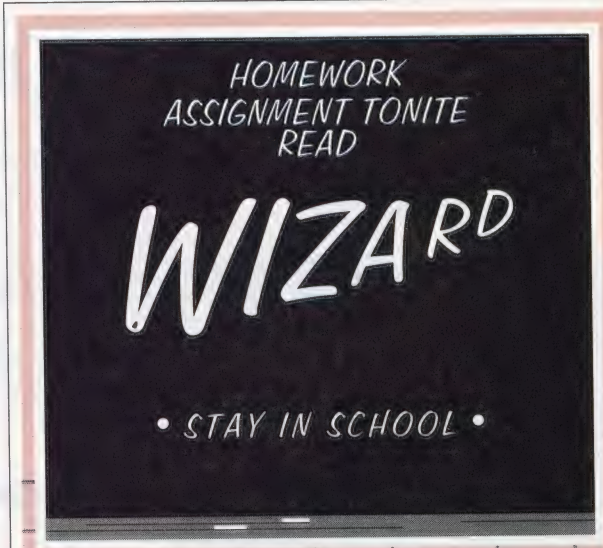

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GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

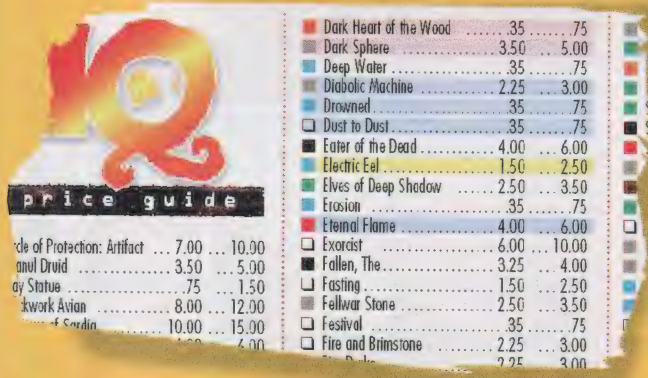
About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," which includes local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

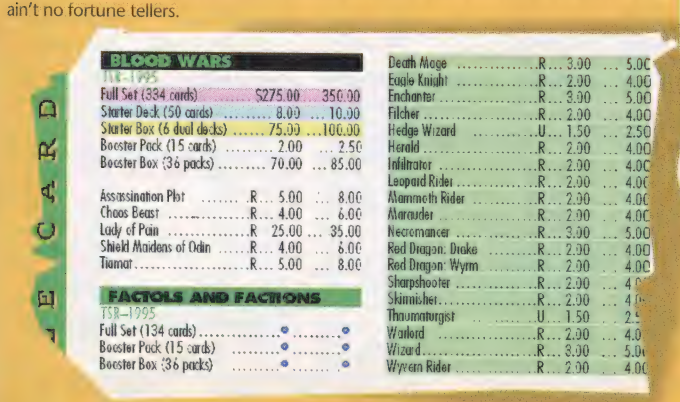
Color boxes to the left of the card name mark the card's color or group.


price guide
Dark Heart of the Wood .35 .75
Dark Sphere 3.50 5.00
Deep Water .35 .75
Diabolic Machine 2.25 3.00
Drowned .35 .75
Dust to Dust .35 .75
Eater of the Dead 4.00 6.00
Electric Eel 1.50 2.50
Elves of Deep Shadow 2.50 3.50
Erosion .35 .75
Eternal Flame 4.00 6.00
Exorcist 6.00 10.00
Fallen, The 3.25 4.00
Fasting 1.50 2.50
Fellwar Stone 2.50 3.50
Festival .35 .75
Fire and Brimstone 2.25 3.00

How to use the *InQuest* CCG Price Guide

In this example, **Blood Wars** is the name of the game, **TSR** is the name of the manufacturer, and **Factols and Factions** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.


CARD
BLOOD WARS
TSR-1995
Full Set (334 cards) $275.00 350.00
Starter Deck (50 cards) 8.00 10.00
Starter Box (6 dual decks) 75.00 100.00
Booster Pack (15 cards) 2.00 2.50
Booster Box (36 packs) 70.00 85.00
Assassination Plot R 5.00 8.00
Chaos Beast R 4.00 6.00
Lady of Pain R 25.00 35.00
Shield Maidens of Odin R 4.00 6.00
Tiamat R 5.00 8.00
FACTOLS AND FACTIONS
TSR-1995
Full Set (134 cards) • •
Booster Pack (15 cards) • •
Booster Box (36 packs) • •
Death Mage R 3.00 5.00
Eagle Knight R 2.00 4.00
Enchanter R 3.00 5.00
Filcher R 2.00 4.00
Hedge Wizard U 1.50 2.50
Herald R 2.00 4.00
Infiltrator R 2.00 4.00
Leopard Rider R 2.00 4.00
Mammoth Rider R 2.00 4.00
Marauder R 2.00 4.00
Necromancer R 3.00 5.00
Red Dragon: Drake R 2.00 4.00
Red Dragon: Wyrm R 2.00 4.00
Sharpshooter R 2.00 4.00
Skirmisher R 2.00 4.00
Thaumaturgist U 1.50 2.50
Warlord R 2.00 4.00
Wizard R 3.00 5.00
Wyvern Rider R 2.00 4.00

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (NR-MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; B&R Baseball Cards in Suffern, NY; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Harboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MoA; CR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; The Dugout in Corpus Christi, TX; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Major League in Lansing, MI; Major League Cards & Comics in Pineville, LA; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in CedarFalls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WorGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Manuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards) ..... $2,800.00...3,400.00
Starter Deck (60 cards) ..... 200.00 ... 250.00
Starter Box (10 decks) ..... 1,900.00...2,500.00
Booster Pack (15 cards) ..... 90.00 ... 110.00
Booster Box (36 packs) ... 3,200.00...3,700.00

Name	Low	High
Air Elemental	2.00	4.00
Ancestral Recall	70.00	110.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	5.00	7.00
Ankh of Mishra	8.00	10.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	20.00	30.00
Balance	7.00	10.00
Basalt Monolith	2.50	4.00
Bayou	20.00	30.00
Benalish Hero	.50	1.00
Berserk	30.00	55.00
Birds of Paradise	12.00	15.00
Black Knight	2.50	4.00
Black Lotus	225.00	325.00
Black Vise	2.50	4.00
Black Ward	1.25	2.00
Blaze of Glory	40.00	60.00
Blessing	8.00	10.00
Blue Elemental Blast	.50	1.00
Blue Ward	1.25	2.00
Bog Wraith	2.00	3.50
Braingeyser	15.00	20.00
Burrowing	1.25	2.00
Camouflage	12.00	20.00
Castle	2.50	4.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	85.00	110.00
Chaoslace	4.00	7.00
Circle of Protection: Blue	.50	1.00
Circle of Protection: Green	.50	1.00
Circle of Protection: Red	.50	1.00
Circle of Protection: White	.50	1.00
Clockwork Beast	7.00	10.00
Clone	12.00	20.00
Cockatrice	12.00	18.00
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Copper Tablet	10.00	15.00
Copy Artifact	12.00	18.00
Counterspell	4.00	6.00
Craw Wurm	.50	1.00
Creature Bond	.50	1.00
Crusade	8.00	12.00
Crystal Rod	1.50	2.50
Cursed Land	1.25	2.00
Cyclopean Tomb	90.00	125.00
Dark Ritual	.50	1.00
Darkpact	6.00	10.00
Death Ward	.50	1.00
Deathgrip	1.25	2.00
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	15.00
Disenchant	.50	1.00
Disintegrate	.50	1.00
Disrupting Scepter	6.00	10.00
Dragon Whelp	3.50	5.00
Drain Life	.50	1.00
Drain Power	8.00	12.00
Drudge Skeletons	.50	1.00
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	.50	1.00
Earth Elemental	2.50	4.00
Earthbind	1.50	2.50
Earthquake	8.00	12.00
Elvish Archers	6.00	10.00
Evil Presence	1.25	2.00
False Orders	6.00	8.00
Farmstead	10.00	15.00
Fastbond	12.00	15.00
Fear	.50	1.00
Feedback	1.50	2.50
Fire Elemental	2.50	4.00
Fireball	.50	1.00

Ritual of the Machine
Sorcery
Sacrifice a creature to gain control of target non-black, non-artifact creature.
"Rumors persist of dark deeds performed in the depths of Soldevi. When will Daggoth heed the danger therein?"
—Sivvie Relicbane, Sidehill Heretic

TOP TEN HOTTEST CARDS

10) Ritual of the Machine

Yee-hah, new cards! Thanks to *Alliances* we don't have to write about the same stupid cards every time... uh, until next month. Anyway, with its "can't Disenchant this" creature-swapping ability, the Machine cranks black up a notch in the raw-power department.

Firebreathing	.50	1.00
Flashfires	1.25	2.00
Flight	.50	1.00
Fog	.50	1.00
Force of Nature	18.00	25.00
Forcefield	100.00	150.00
Forest	.30	.60
Fork	35.00	45.00
Frozen Shade	.50	1.00
Fungusaur	8.00	12.00
Gaea's Liege	12.00	18.00
Gauntlet of Might	100.00	150.00
Giant Growth	.50	1.00
Giant Spider	.50	1.00
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	15.00	20.00
Granite Gargoyle	15.00	20.00
Gray Ogre	.50	1.00
Green Ward	1.25	2.00
Guardian Angel	1.50	2.50
Grizzly Bears	.50	1.00
Healing Salve	.50	1.00
Helm of Chatzuk	5.00	8.00
Hill Giant	.50	1.00
Hive, The	8.00	12.00
Holy Armor	.50	1.00
Holy Strength	.50	1.00
Howl from Beyond	.50	1.00
Howling Mine	10.00	15.00
Hurloon Minotaur	.50	1.00
Hurricane	1.25	2.00
Hypnotic Specter	3.50	5.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	60.00
Illusionary Mask	60.00	80.00
Instill Energy	1.25	2.00
Invisibility	8.00	15.00
Iron Star	1.25	2.00
Ironclaw Orcs	1.25	2.00
Ironroot Treefolk	.50	1.00
Island (Dark Blue Sky)	.50	1.00
Island	.30	.60
Island Sanctuary	7.00	10.00
Ivory Cup	1.25	2.00
Jade Monolith	4.00	6.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	9.00	12.00
Jump	.50	1.00
Karma	1.25	2.00
Keldon Warlord	3.50	5.00
Kormus Bell	5.00	7.00
Kudzu	10.00	15.00
Lance	2.50	4.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	60.00	80.00
Lifeforce	1.25	2.00
Lifelace	4.00	6.00
Lifetap	1.25	2.00
Lightning Bolt	.50	1.00
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.00	5.00
Llanowar Elves	.50	1.00
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.25	2.00
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	18.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabarbs	6.00	10.00
Meekstone	7.00	10.00
Merfolk of the Pearl Trident	.50	1.00
Mesa Pegasus	.50	1.00
Mind Twist	10.00	15.00
Mons's Goblin Raiders	.50	1.00
Mountain	.30	.60
Mox Emerald	140.00	200.00
Mox Jet	140.00	200.00
Mox Pearl	140.00	200.00
Mox Ruby	140.00	200.00
Mox Sapphire	140.00	200.00
Natural Selection	40.00	55.00
Nether Shadow	7.00	10.00
Nettling Imp	6.00	10.00
Nevinyrral's Disk	8.00	15.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsianus Golem	1.25	2.00
Orcish Artillery	2.50	4.00
Orcish Oriflamme	10.00	20.00
Paralyze	.50	1.00
Pearled Unicorn	.50	1.00
Personal Incarnation	10.00	15.00
Pestilence	.50	1.00
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	.50	1.00
Phantom Monster	1.25	2.00
Pirate Ship	7.00	12.00
Plague Rats	.50	1.00
Plains	.30	.60
Plateau	20.00	30.00
Power Leak	.50	1.00
Power Sink	.50	1.00
Power Surge	7.00	10.00
Prodigal Sorcerer	.50	1.00
Psionic Blast	18.00	25.00
Psychic Venom	.50	1.00
Purelace	4.00	6.00
Raging River	50.00	70.00
Raise Dead	.50	1.00
Red Elemental Blast	.50	1.00
Red Ward	1.25	2.00
Regeneration	.50	1.00
Regrowth	7.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	10.00	15.00
Roc of Kher Ridges	12.00	18.00
Rock Hydra	20.00	35.00
Rod of Ruin	1.25	2.00
Royal Assassin	25.00	35.00
Sacrifice	2.50	4.00
Samite Healer	.50	1.00
Savannah	20.00	30.00
Savannah Lions	7.00	10.00
Scathe Zombies	.50	1.00
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	30.00
Scryb Sprites	.50	1.00
Sea Serpent	.50	1.00
Sedge Troll	12.00	18.00
Sengir Vampire	7.00	10.00
Serra Angel	10.00	15.00
Shanodin Dryads	.50	1.00
Shatter	.50	1.00
Shivan Dragon	30.00	40.00
Simulacrum	1.25	2.00
Sinkhole	10.00	18.00
Siren's Call	2.00	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.25	2.00
Spell Blast	.50	1.00
Stasis	6.00	10.00
Steal Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	.50	1.00
Stream of Life	.50	1.00
Sunglasses of Urza	8.00	12.00
Swamp	.30	.60
Swords to Plowshares	2.00	3.50
Taiga	20.00	30.00
Terror	.50	1.00
Thicket Basilisk	3.00	5.00
Thoughtlace	4.00	6.00
Throne of Bone	1.25	2.00
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	150.00	200.00
Timetwister	90.00	120.00
Tranquility	.50	1.00
Tropical Island	20.00	30.00
Tsunami	1.25	2.00
Tundra	20.00	30.00
Tunnel	1.25	2.00
Twiddle	3.50	5.00
Two-Headed Giant of Foriys	60.00	80.00
Underground Sea	20.00	30.00
Unholy Strength	.50	1.00
Unsummon	.50	1.00
Uthden Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	18.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	2.50	4.00
Wall of Water	1.25	2.00
Wall of Wood	.50	1.00
Wanderlust	1.25	2.00
War Mammoth	.50	1.00
Warp Artifact	6.00	10.00
Water Elemental	2.50	4.00
Weakness	.50	1.00
Web	6.00	10.00
Wheel of Fortune	12.00	20.00
White Knight	3.50	5.00
White Ward	1.25	2.00
Wild Growth	.50	1.00
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	1.25	2.00
Word of Command	60.00	80.00
Wrath of God	8.00	12.00
Zombie Master	10.00	15.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards) ..... $2,100.00...2,600.00
Starter Deck (60 cards) ..... 150.00 ... 175.00
Starter Box (10 decks) ..... 1,400.00...1,750.00
Booster Pack (15 cards) ..... 65.00 ... 85.00
Booster Box (36 packs) ... 2,300.00...2,800.00

Name	Low	High
Air Elemental	1.50	3.00
Ancestral Recall	50.00	80.00
Animate Artifact	1.00	1.75
Animate Dead	1.00	1.75
Animate Wall	3.00	5.00
Ankh of Mishra	6.00	8.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	15.00	25.00
Balance	5.00	8.00
Basalt Monolith	2.00	3.50
Bayou	15.00	25.00
Benalish Hero	.40	1.00
Berserk	25.00	45.00
Birds of Paradise	10.00	15.00

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

Black Knight	2.00	3.50
Black Lotus	180.00	225.00
Black Vise	2.00	3.50
Black Ward	1.00	1.75
Blaze of Glory	30.00	50.00
Blessing	7.00	10.00
Blue Elemental Blast	.40	1.00
Blue Ward	1.00	1.75
Bog Wraith	1.50	3.00
Braingeyser	12.00	18.00
Burrowing	1.00	1.75
Camouflage	10.00	18.00
Castle	2.00	3.50
Celestial Prism	1.00	1.75
Channel	1.00	1.75
Chaos Orb	70.00	100.00
Chaoslace	3.00	5.00
Circle of Protection: Black	.40	1.00
Circle of Protection: Blue	.40	1.00
Circle of Protection: Green	.40	1.00
Circle of Protection: Red	.40	1.00
Circle of Protection: White	.40	1.00
Clockwork Beast	5.00	8.00
Clone	10.00	18.00
Cockatrice	10.00	15.00
Consecrate Land	10.00	15.00
Conservator	1.00	1.75
Contract from Below	6.00	10.00
Control Magic	2.50	4.00
Conversion	2.00	3.50
Copper Tablet	7.00	12.00
Copy Artifact	10.00	15.00
Counterspell	3.00	5.00
Craw Wurm	.40	1.00
Creature Bond	.40	1.00
Crusade	7.00	10.00
Crystal Rod	1.00	1.75
Cursed Land	1.00	1.75
Cyclopean Tomb	65.00	95.00
Dark Ritual	.40	1.00
Darkpact	5.00	8.00
Death Ward	.40	1.00
Deathgrip	1.00	1.75
Deathlace	3.00	4.00
Demonic Attorney	7.00	10.00
Demonic Hordes	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	12.00
Disenchant	.40	1.00
Disintegrate	.40	1.00
Disrupting Scepter	5.00	8.00
Dragon Whelp	2.50	4.00
Drain Life	.40	1.00
Drain Power	6.00	10.00
Drudge Skeletons	.40	1.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	.40	1.00
Earth Elemental	2.00	3.50
Earthbind	1.25	2.00
Earthquake	6.00	8.00
Elvish Archers	4.00	6.00
Evil Presence	1.00	1.75
False Orders	4.00	6.00
Farmstead	8.00	12.00
Fastbond	10.00	15.00
Fear	.40	1.00
Feedback	1.00	1.75
Fire Elemental	2.00	3.50
Fireball	.40	1.00
Firebreathing	.40	1.00
Flashfires	1.00	1.75
Flight	.40	1.00
Fog	.40	1.00
Force of Nature	15.00	20.00
Forcefield	80.00	125.00
Forest	.20	.40
Fork	30.00	40.00
Frozen Shade	.40	1.00
Fungusaur	5.00	8.00
Gaea's Liege	12.00	15.00
Gauntlet of Might	80.00	125.00
Giant Growth	.40	1.00
Giant Spider	.40	1.00
Glasses of Urza	1.00	1.75
Gloom	1.00	1.75
Goblin Balloon Brigade	1.00	1.75
Goblin King	12.00	18.00
Granite Gargoyle	12.00	18.00
Gray Ogre	.40	1.00
Green Ward	1.00	1.75
Grizzly Bears	.40	1.00
Guardian Angel	1.25	2.00
Healing Salve	.40	1.00
Helm of Chatzuk	4.00	6.00
Hill Giant	.40	1.00
Hive, The	7.00	10.00
Holy Armor	.40	1.00
Holy Strength	.40	1.00
Howl from Beyond	.40	1.00
Howling Mine	9.00	15.00
Hurloon Minotaur	.40	1.00
Hurricane	1.00	1.75

Lodestone Bauble
Artifact
1, ⟳: Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

TOP TEN HOTTEST CARDS

9) Lodestone Bauble

"Holy jumping monkey bugs, Land Tax's been restricted!!" Watch the language, mister. Now that the Tax is one-per, the Bauble's power to return up to four basic lands from your graveyard to your library makes it the anti-land destruction sideboarder.

Hypnotic Specter	2.00	3.50
Ice Storm	15.00	20.00
Icy Manipulator	25.00	45.00
Illusionary Mask	50.00	65.00
Instill Energy	1.00	1.75
Invisibility	8.00	12.00
Iron Star	1.00	1.75
Ironclaw Orcs	1.00	1.75
Ironroot Treefolk	.40	1.00
Island (Dark Blue Sky)	.30	.60
Island	.20	.40
Island Sanctuary	6.00	10.00
Ivory Cup	.40	1.00
Jade Monolith	3.00	5.00
Jade Statue	15.00	20.00
Jayemdae Tome	5.00	8.00
Juggernaut	7.00	10.00
Jump	.40	1.00
Karma	1.50	2.50
Keldon Warlord	2.50	4.00
Kormus Bell	4.00	6.00
Kudzu	8.00	12.00
Lance	2.00	3.00
Ley Druid	1.00	1.75
Library of Leng	1.00	1.75
Lich	50.00	70.00
Lifeforce	1.00	1.75
Lifelace	3.00	4.00
Lifetap	1.00	1.75
Lightning Bolt	.40	1.00
Living Artifact	6.00	10.00
Living Lands	4.00	6.00
Living Wall	2.50	4.00
Llanowar Elves	.40	1.00
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	18.00
Lure	1.00	1.75
Magical Hack	8.00	12.00
Mahamoti Djinn	10.00	15.00
Manabarbs	4.00	6.00
Mana Flare	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekstone	5.00	8.00
Merfolk of the Pearl Trident	.40	1.00
Mesa Pegasus	.40	1.00
Mind Twist	8.00	12.00
Mons's Goblin Raiders	.40	1.00
Mountain	.20	.40
Mox Emerald	120.00	160.00
Mox Jet	120.00	160.00
Mox Pearl	120.00	160.00
Mox Ruby	120.00	160.00
Mox Sapphire	120.00	160.00
Natural Selection	30.00	40.00
Nether Shadow	6.00	10.00
Nettling Imp	4.00	7.00
Nevinyrral's Disk	7.00	12.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsianus Golem	1.00	1.75
Orcish Artillery	2.00	3.00
Orcish Oriflamme	3.00	4.00
Paralyze	.40	1.00
Pearled Unicorn	.40	1.00
Personal Incarnation	8.00	12.00
Pestilence	.40	1.00
Phantasmal Forces	1.00	1.75
Phantasmal Terrain	.40	1.00
Phantom Monster	1.00	1.75
Pirate Ship	5.00	8.00
Plague Rats	.40	1.00
Plains	.20	.40
Plateau	15.00	25.00
Power Leak	.40	1.00
Power Sink	.40	1.00
Power Surge	6.00	10.00
Prodigal Sorcerer	.40	1.00
Psionic Blast	15.00	20.00
Psychic Venom	.40	1.00
Purelace	3.00	4.00
Raging River	45.00	60.00
Raise Dead	.40	1.00
Red Elemental Blast	.40	1.00
Red Ward	1.00	1.75
Regeneration	.40	1.00
Regrowth	6.00	10.00
Resurrection	3.00	4.00
Reverse Damage	8.00	12.00
Righteousness	8.00	12.00
Roc of Kher Ridges	10.00	15.00
Rock Hydra	18.00	30.00
Rod of Ruin	1.00	1.75
Royal Assassin	20.00	30.00
Sacrifice	2.00	3.50
Samite Healer	.40	1.00
Savannah	15.00	25.00
Savannah Lions	5.00	8.00
Scathe Zombies	.40	1.00
Scavenging Ghoul	1.00	1.75
Scrubland	15.00	25.00
Scryb Sprites	.40	1.00
Sea Serpent	.40	1.00
Sedge Troll	10.00	15.00
Sengir Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shanodin Dryads	.40	1.00
Shatter	.40	1.00
Shivan Dragon	25.00	35.00
Simulacrum	1.00	1.75
Sinkhole	10.00	15.00
Siren's Call	1.50	3.00
Sleight of Mind	5.00	8.00
Smoke	4.00	6.00
Sol Ring	8.00	10.00
Soul Net	1.00	1.75
Spell Blast	.40	1.00
Stasis	5.00	8.00
Steal Artifact	1.00	1.75
Stone Giant	1.00	1.75
Stone Rain	.40	1.00
Stream of Life	.40	1.00
Sunglasses of Urza	5.00	8.00
Swamp	.20	.40
Swords to Plowshares	1.50	3.00
Taiga	15.00	25.00
Terror	.40	1.00
Thicket Basilisk	2.50	4.00
Thoughtlace	3.00	4.00
Throne of Bone	1.00	1.75
Timber Wolves	5.00	8.00
Time Vault	55.00	65.00
Time Walk	100.00	160.00
Timetwister	75.00	100.00
Tranquility	.40	1.00
Tropical Island	15.00	25.00
Tsunami	1.00	1.75
Tundra	15.00	25.00
Tunnel	1.00	1.75
Twiddle	2.50	4.00
Two-Headed Giant of Foriys	45.00	60.00
Underground Sea	15.00	25.00
Unholy Strength	.40	1.00
Unsummon	.40	1.00
Uthden Troll	3.00	4.00
Verduran Enchantress	6.00	10.00
Vesuvan Doppelganger	25.00	35.00
Veteran Bodyguard	12.00	20.00
Volcanic Eruption	6.00	10.00
Volcanic Island	15.00	30.00
Wall of Air	1.00	1.75
Wall of Bone	1.00	1.75
Wall of Brambles	1.00	1.75
Wall of Fire	1.00	1.75
Wall of Ice	1.00	1.75
Wall of Stone	1.00	1.75
Wall of Swords	2.00	3.50
Wall of Water	1.00	1.75
Wall of Wood	.40	1.00
Wanderlust	1.00	1.75
War Mammoth	.40	1.00
Warp Artifact	5.00	8.00
Water Elemental	2.00	3.50
Weakness	.40	1.00
Web	5.00	8.00
Wheel of Fortune	10.00	18.00
White Knight	3.00	4.00
White Ward	1.00	1.75
Wild Growth	.40	1.00
Will-O'-The-Wisp	8.00	12.00
Winter Orb	5.00	8.00
Wooden Sphere	1.00	1.75
Word of Command	40.00	65.00
Wrath of God	7.00	10.00
Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	$1,400.00	1,800.00
Starter Deck (60 cards)	125.00	150.00
Starter Box (10 decks)	1,200.00	1,500.00
Booster Pack (15 cards)	45.00	60.00
Booster Box (36 packs)	1,600.00	2,000.00

Name	Low	High
Air Elemental	1.25	2.50
Ancestral Recall	35.00	55.00
Animate Artifact	1.00	1.75
Animate Dead	1.00	1.75
Animate Wall	2.50	3.50
Ankh of Mishra	4.00	6.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	12.00	20.00
Balance	4.00	6.00
Basalt Monolith	1.50	3.00
Bayou	12.00	20.00
Benalish Hero	.30	.75
Berserk	18.00	35.00
Birds of Paradise	8.00	12.00
Black Knight	2.00	3.00
Black Lotus	160.00	190.00
Black Vise	1.50	3.00
Black Ward	1.00	1.75
Blaze of Glory	25.00	40.00
Blessing	4.00	6.00
Blue Elemental Blast	.30	.75
Blue Ward	1.00	1.75
Bog Wraith	1.25	2.50
Braingeyser	10.00	15.00
Burrowing	1.00	1.75
Camouflage	9.00	15.00
Castle	2.00	3.00
Celestial Prism	1.00	1.75
Channel	.30	.75
Chaos Orb	50.00	70.00
Chaoslace	2.50	4.00
Circle of Protection: Black	.30	.75
Circle of Protection: Blue	.30	.75
Circle of Protection: Green	.30	.75
Circle of Protection: Red	.30	.75
Circle of Protection: White	.30	.75
Clockwork Beast	4.00	6.00
Clone	9.00	15.00
Cockatrice	8.00	12.00
Consecrate Land	9.00	15.00
Conservator	1.00	1.75
Contract from Below	5.00	8.00
Control Magic	2.00	3.00
Conversion	2.50	3.50
Copper Tablet	6.00	10.00
Copy Artifact	8.00	12.00
Counterspell	2.00	4.00
Craw Wurm	.30	.75
Creature Bond	.30	.75
Crusade	5.00	8.00
Crystal Rod	1.00	1.75
Cursed Land	1.00	1.75
Cyclopean Tomb	40.00	70.00
Dark Ritual	.30	.75
Darkpact	4.00	6.00
Death Ward	.30	.75
Deathgrip	1.00	1.75
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	15.00	20.00
Demonic Tutor	8.00	12.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Dingus Egg	6.00	10.00
Disenchant	.30	.75
Disintegrate	.30	.75
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.00	3.00
Drain Life	.30	.75
Drain Power	5.00	8.00
Drudge Skeletons	.30	.75
Dwarven Demolition Team	9.00	12.00
Dwarven Warriors	.30	.75
Earth Elemental	1.50	3.00
Earthbind	1.00	1.75
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.00	1.75
False Orders	3.00	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	.30	.75
Feedback	1.00	1.75
Fire Elemental	1.50	3.00
Fireball	.30	.75
Firebreathing	.30	.75
Flashfires	1.00	1.75
Flight	.30	.75
Fog	.30	.75
Force of Nature	10.00	15.00
Forcefield	55.00	90.00
Forest	.10	.25
Fork	25.00	30.00
Frozen Shade	.30	.75
Fungusaur	5.00	8.00
Gaea's Liege	9.00	12.00
Gauntlet of Might	50.00	80.00
Giant Growth	.30	.75
Giant Spider	.30	.75
Glasses of Urza	1.00	1.75
Gloom	1.00	1.75
Goblin Balloon Brigade	1.00	1.75
Goblin King	10.00	15.00
Granite Gargoyle	8.00	12.00
Gray Ogre	.30	.75
Green Ward	1.00	1.75
Grizzly Bears	.30	.75
Guardian Angel	1.00	1.75
Healing Salve	.30	.75
Helm of Chatzuk	3.50	5.00
Hill Giant	.30	.75
Hive, The	5.00	8.00
Holy Armor	.30	.75
Holy Strength	.30	.75
Howl from Beyond	.30	.75
Howling Mine	8.00	12.00
Hurloon Minotaur	.30	.75
Hurricane	1.00	1.75
Hypnotic Specter	2.00	3.00
Ice Storm	12.00	18.00
Icy Manipulator	15.00	30.00
Illusionary Mask	30.00	45.00
Instill Energy	1.00	1.75
Invisibility	5.00	8.00
Iron Star	1.00	1.75
Ironclaw Orcs	1.00	1.75
Ironroot Treefolk	.30	.75
Island (Dark Blue Sky)	.15	.30
Island	.10	.25
Island Sanctuary	5.00	8.00
Ivory Cup	1.00	1.75
Jade Monolith	2.50	4.00
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	8.00
Jump	.30	.75
Karma	1.00	1.75
Keldon Warlord	2.00	3.00
Kormus Bell	3.00	4.00
Kudzu	6.00	10.00
Lance	1.00	1.75
Ley Druid	1.00	1.75
Library of Leng	1.00	1.75
Lich	40.00	60.00
Lifeforce	1.00	1.75
Lifelace	2.50	3.50
Lifetap	1.00	1.75
Lightning Bolt	.30	.75
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
Llanowar Elves	.30	.75
Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.00	1.75
Magical Hack	7.00	10.00
Mahamoti Djinn	8.00	12.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	.30	.75
Mesa Pegasus	.30	.75
Mind Twist	6.00	10.00
Mons's Goblin Raiders	.30	.75
Mountain	.10	.25
Mox Emerald	95.00	125.00
Mox Jet	95.00	125.00
Mox Pearl	95.00	125.00
Mox Ruby	95.00	125.00
Mox Sapphire	95.00	125.00
Natural Selection	20.00	30.00
Nether Shadow	4.00	6.00
Nettling Imp	3.00	5.00
Nevinyral's Disk	6.00	10.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsianus Golem	1.00	1.75
Orcish Artillery	1.25	2.50
Orcish Oriflamme	2.50	3.50
Paralyze	.30	.75
Pearled Unicorn	.30	.75
Personal Incarnation	6.00	10.00
Pestilence	.30	.75
Phantasmal Forces	1.00	1.75
Phantasmal Terrain	.30	.75
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	.30	.75
Plains	.10	.25
Plateau	12.00	20.00
Power Leak	.30	.75
Power Sink	.30	.75
Power Surge	5.00	8.00
Prodigal Sorcerer	.30	.75
Psionic Blast	12.00	15.00
Psychic Venom	.30	.75
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	.30	.75
Red Elemental Blast	.30	.75
Red Ward	1.00	1.75
Regeneration	.30	.75
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	6.00	10.00
Roc of Kher Ridges	8.00	12.00
Rock Hydra	15.00	25.00
Rod of Ruin	1.00	1.75
Royal Assassin	18.00	25.00
Sacrifice	1.50	3.00
Samite Healer	.30	.75
Savannah	12.00	20.00
Savannah Lions	4.00	6.00
Scathe Zombies	.30	.75
Scavenging Ghoul	1.50	2.50
Scrubland	12.00	20.00
Scryb Sprites	1.00	1.75
Sea Serpent	.30	.75
Sedge Troll	9.00	15.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	.30	.75
Shatter	.30	.75
Shivan Dragon	20.00	30.00
Simulacrum	1.00	1.75
Sinkhole	7.00	12.00
Siren's Call	1.25	2.50
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	7.00	10.00
Soul Net	1.00	1.75
Spell Blast	.30	.75
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.00	1.75
Stone Rain	.30	.75
Stream of Life	.30	.75
Sunglasses of Urza	4.00	6.00
Swamp	.10	.25
Swords to Plowshares	1.25	2.50
Taiga	12.00	20.00
Terror	.30	.75
Thicket Basilisk	2.00	3.00
Thoughtlace	2.50	3.50
Throne of Bone	1.00	1.75
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	80.00	110.00
Timetwister	45.00	70.00
Tranquility	.30	.75
Tropical Island	12.00	20.00
Tsunami	1.00	1.75

Deflection
Target spell, which must have a single target, targets a new legal target of your choice.
Up and down, over and through, back around— the joke's on you.

TOP TEN HOTTEST CARDS

8) Deflection

Showing its power by clinging to the top 10 in the face of the *Alliances* onslaught, Deflection, the blue counter that redirects a single-target spell to a new target of your choice, may have its limits (it only counters single-target spells and costs four mana), but it still kicks ass.

Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.00	3.00
Two-Headed Giant of Foriys	30.00	45.00
Underground Sea	12.00	20.00
Unholy Strength	.30	.75
Unsummon	.30	.75
Uthden Troll	2.00	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	10.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	12.00	20.00
Wall of Air	1.00	1.75
Wall of Bone	1.00	1.75
Wall of Brambles	1.00	1.75
Wall of Fire	1.00	1.75
Wall of Ice	1.00	1.75
Wall of Stone	1.00	1.75
Wall of Swords	2.25	3.00
Wall of Water	1.00	1.75
Wall of Wood	.30	.75
Wanderlust	1.00	1.75
War Mammoth	.30	.75
Warp Artifact	4.00	6.00
Water Elemental	1.50	3.00
Weakness	.30	.75
Web	4.00	6.00
Wheel of Fortune	8.00	15.00
White Knight	2.50	3.50
White Ward	1.00	1.75
Wild Growth	.30	.75
Will-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.00	1.75
Word of Command	30.00	45.00
Wrath of God	6.00	10.00
Zombie Master	6.00	10.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00

Name	Low	High
Air Elemental	1.00	2.00
Aladdin's Lamp	2.50	3.50
Aladdin's Ring	3.50	5.00
Animate Artifact	.75	1.50
Animate Dead	.75	1.50
Animate Wall	2.00	3.00
Ankh of Mishra	3.00	4.00
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	4.00	6.00
Atog	1.00	2.00
Bad Moon	4.00	6.00
Badlands	10.00	18.00
Balance	3.50	5.00
Basalt Monolith	1.25	2.50
Bayou	10.00	18.00
Benalish Hero	.15	.50
Birds of Paradise	6.00	8.00
Black Knight	1.50	2.50
Black Vise	1.25	2.50
Black Ward	.75	1.50
Blessing	3.50	5.00
Blue Elemental Blast	.15	.50
Blue Ward	.75	1.50
Bog Wraith	1.00	2.00
Bottle of Suleiman	3.00	4.00
Braingeyser	7.00	10.00
Brass Man	.75	1.50
Burrowing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.15	.50
Chaoslace	2.00	3.00
Circle of Protection: Black	.15	.50
Circle of Protection: Blue	.15	.50
Circle of Protection: Green	.15	.50
Circle of Protection: Red	.15	.50
Circle of Protection: White	.15	.50
Clockwork Beast	3.00	4.00
Clone	6.00	10.00
Cockatrice	5.00	8.00
Conservator	.75	1.50
Contract from Below	3.50	5.00
Control Magic	1.50	2.50
Conversion	1.50	2.50
Copy Artifact	6.00	10.00
Counterspell	1.50	3.00
Craw Wurm	.15	.50
Creature Bond	.15	.50
Crumble	.75	1.50
Crusade	4.00	6.00
Cursed Land	.75	1.50
Crystal Rod	.75	1.50
Dancing Scimitar	3.00	4.00
Dark Ritual	.15	.50
Darkpact	3.50	5.00
Death Ward	.15	.50
Deathgrip	.75	1.50
Deathlace	2.00	3.00
Demonic Attorney	4.00	6.00
Demonic Hordes	10.00	15.00
Demonic Tutor	6.00	8.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00
Disenchant	.15	.50
Disintegrate	.15	.50
Disrupting Scepter	3.00	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	1.50	3.00
Drain Life	.15	.50
Drain Power	4.00	6.00
Drudge Skeletons	.15	.50
Dwarven Warriors	.15	.50
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.25	2.50
Earthbind	.75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
El-Hajjaj	4.00	6.00
Elvish Archers	3.00	4.00
Energy Flux	.75	1.50
Erg Raiders	.15	.50
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00
Farmstead	5.00	8.00
Fastbond	6.00	10.00
Fear	.15	.50
Feedback	.75	1.50
Fire Elemental	1.25	2.50
Fireball	.15	.50
Firebreathing	.15	.50
Flashfires	.75	1.50
Flight	.15	.50
Flying Carpet	3.50	5.00
Fog	.15	.50
Force of Nature	8.00	12.00
Forest	.05	.10

Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

Fork	15.00	25.00
Frozen Shade	.15	.50
Fungusaur	4.00	6.00
Gaea's Liege	7.00	12.00
Giant Growth	.15	.50
Giant Spider	.15	.50
Glasses of Urza	.75	1.50
Gloom	.75	1.50
Goblin Balloon Brigade	.75	1.50
Goblin King	8.00	10.00
Granite Gargoyle	6.00	8.00
Gray Ogre	.15	.50
Green Ward	.75	1.50
Grizzly Bears	.15	.50
Guardian Angel	.75	1.50
Healing Salve	.15	.50
Helm of Chatzuk	2.50	3.50
Hill Giant	.15	.50
Hive, The	4.00	6.00
Holy Armor	.15	.50
Holy Strength	.15	.50
Howl from Beyond	.15	.50
Howling Mine	7.00	10.00
Hurkyl's Recall	3.50	5.00
Hurloon Minotaur	.15	.50
Hurricane	.75	1.50
Hypnotic Specter	1.50	2.50
Instill Energy	.75	1.50
Iron Star	.75	1.50
Ironroot Treefolk	.15	.50
Island	.05	.10
Island Fish Jasconius	3.00	4.00
Island Sanctuary	3.00	4.00
Ivory Cup	.75	1.50
Ivory Tower	4.00	6.00
Jade Monolith	1.50	3.00
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	2.50	3.50
Jayemdae Tome	3.00	4.00
Juggernaut	4.00	7.00
Jump	.15	.50
Karma	.75	1.50
Keldon Warlord	1.50	2.50
Kird Ape	1.00	2.00
Kormus Bell	2.00	3.00
Kudzu	4.00	6.00
Lance	1.25	2.00
Ley Druid	.75	1.50
Library of Leng	.75	1.50
Lifeforce	.75	1.50
Lifelace	2.00	3.00
Lifetap	.75	1.50
Lightning Bolt	.15	.50
Living Artifact	3.25	5.00
Living Lands	3.50	4.00
Living Wall	1.50	2.50
Llanowar Elves	.15	.50
Lord of Atlantis	6.00	10.00
Lord of the Pit	8.00	12.00
Lure	.75	1.50
Magical Hack	5.00	8.00
Magnetic Mountain	2.50	3.50
Mahamoti Djinn	7.00	10.00
Mana Flare	4.00	6.00
Mana Short	3.50	5.00
Mana Vault	3.00	4.00
Manabarbs	3.00	4.00
Meekstone	3.50	5.00
Merfolk of the Pearl Trident	.15	.50
Mesa Pegasus	.15	.50
Mijae Djinn	4.00	6.00
Millstone	4.00	6.00
Mind Twist	5.00	8.00
Mishra's War Machine	2.50	3.50
Mons's Goblin Raiders	.15	.50
Mountain	.05	.10
Nether Shadow	3.50	5.00
Nettling Imp	2.50	3.50
Nevinyral's Disk	5.00	8.00
Nightmare	10.00	15.00
Northern Paladin	8.00	12.00
Obsianus Golem	.75	1.50
Onulet	1.25	2.00
Orcish Artillery	1.00	2.00
Orcish Oriflamme	2.00	3.00
Ornithopter	.75	1.50
Paralyze	.15	.50
Pearled Unicorn	.15	.50
Personal Incarnation	5.00	8.00
Pestilence	.15	.50
Phantasmal Forces	.75	1.50
Phantasmal Terrain	.15	.50
Phantom Monster	.75	1.50
Pirate Ship	3.50	5.00
Plague Rats	.15	.50
Plains	.05	.10
Plateau	10.00	18.00
Power Leak	.15	.50
Power Sink	.15	.50
Power Surge	3.50	5.00
Primal Clay	2.50	3.50
Prodigal Sorcerer	.15	.50
Psychic Venom	.15	.50
Purelace	2.00	3.00
Rack, The	1.25	2.00
Raise Dead	.15	.50
Reconstruction	.75	1.50
Red Elemental Blast	.15	.50
Red Ward	.75	1.50
Regeneration	.15	.50
Regrowth	3.50	5.00
Resurrection	2.00	3.00
Reverse Damage	5.00	8.00
Reverse Polarity	.75	1.50
Righteousness	5.00	8.00
Roc of Kher Ridges	6.00	10.00
Rock Hydra	10.00	18.00
Rocket Launcher	4.00	6.00
Rod of Ruin	.75	1.50
Royal Assassin	12.00	18.00
Sacrifice	1.25	2.50
Samite Healer	.15	.50
Savannah	10.00	18.00
Savannah Lions	3.50	5.00
Scathe Zombies	.15	.50
Scavenging Ghoul	.75	1.50
Scrubland	10.00	18.00
Scryb Sprites	.15	.50
Sea Serpent	.15	.50
Sedge Troll	7.00	10.00
Sengir Vampire	3.50	5.00
Serendib Efreet	10.00	15.00
Serra Angel	5.00	8.00
Shanodin Dryads	.15	.50
Shatter	.15	.50
Shatterstorm	4.00	6.00
Shivan Dragon	15.00	20.00
Simulacrum	.75	1.50
Siren's Call	1.00	2.00
Sleight of Mind	3.50	5.00
Smoke	3.00	4.00
Sol Ring	6.00	8.00
Sorceress Queen	5.00	8.00
Soul Net	.75	1.50
Spell Blast	.15	.50
Stasis	3.00	4.00
Steal Artifact	.75	1.50
Stone Giant	.75	1.50
Stone Rain	.15	.50
Stream of Life	.15	.50
Sunglasses of Urza	3.00	4.00
Swamp	.05	.10
Swords to Plowshares	1.00	2.00

Autumn Willow
Summon Legend
Cannot be the target of spells or effects.
: Target player may target Autumn Willow with spells or effects until end of turn.
"She must shake for limbs and taste her brains."
—Grandmother Sengir
Illus. Margaret Organ-Kean
4/4

TOP TEN HOTTEST CARDS

7) Autumn Willow

Falsely tagged as an "unkillable creature" (Goblin Artisans + Giant Growth = dead Legend), Autumn Willow is still a *Magic* heavyweight. Untargetable by everything, Ms. Willow is Bolt proof, Plow proof, Icy...well, you get the picture.

Taiga	10.00	18.00
Terror	.15	.50
Thicket Basilisk	1.50	2.50
Thoughtlace	2.00	3.00
Throne of Bone	.75	1.50
Timber Wolves	3.00	4.00
Titania's Song	2.50	3.50
Tranquility	.15	.50
Tropical Island	10.00	18.00
Tsunami	.75	1.50
Tundra	10.00	18.00
Tunnel	.75	1.50
Underground Sea	10.00	18.00
Unholy Strength	.15	.50
Unstable Mutation	.15	.50
Unsummon	.15	.50
Uthden Troll	1.50	2.50
Verduran Enchantress	4.00	6.00
Vesuvan Doppelganger	12.00	20.00
Veteran Bodyguard	7.00	12.00
Volcanic Eruption	4.00	6.00
Volcanic Island	10.00	18.00
Wall of Air	.75	1.50
Wall of Bone	.75	1.50
Wall of Brambles	.75	1.50
Wall of Fire	.75	1.50
Wall of Ice	.75	1.50
Wall of Stone	.75	1.50
Wall of Swords	1.50	2.50
Wall of Water	.75	1.50
Wall of Wood	.15	.50
Wanderlust	.75	1.50
War Mammoth	.15	.50
Warp Artifact	3.00	4.00
Water Elemental	1.25	2.50
Weakness	.15	.50
Web	3.00	4.00
Wheel of Fortune	7.00	12.00
White Knight	1.50	2.50
White Ward	.75	1.50
Wild Growth	.15	.50
Will-O'-The-Wisp	5.00	8.00
Winter Orb	3.00	4.00
Wooden Sphere	.75	1.50
Wrath of God	4.00	6.00
Zombie Master	5.00	8.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Name	Low	High
Abomination	2.00	3.00
Air Elemental	.75	1.50
Alabaster Potion	.10	.40
Aladdin's Lamp	2.00	3.00
Aladdin's Ring	3.00	4.00
Ali Baba	3.00	4.00
Amrou Kithkin	.10	.40
Amulet of Kroog	.10	.40
Angry Mob	1.50	2.50
Animate Artifact	.35	.75
Animate Dead	.35	.75
Animate Wall	1.50	2.50
Ankh of Mishra	2.50	3.50
Apprentice Wizard	.10	.40
Armageddon	3.50	5.00
Armageddon Clock	2.50	3.50
Ashes to Ashes	.35	.75
Ashnod's Battle Gear	1.50	2.50
Aspect of Wolf	3.50	5.00
Backfire	1.50	2.50
Bad Moon	3.50	5.00
Balance	3.00	4.00
Ball Lightning	6.00	10.00
Battering Ram	.10	.40
Benalish Hero	.10	.40
Bird Maiden	.10	.40
Birds of Paradise	5.00	8.00
Black Knight	1.25	2.00
Black Mana Battery	3.50	5.00
Black Vise	.75	1.50
Black Ward	.35	.75
Blessing	2.50	3.50
Blight	1.50	2.50
Blood Lust	.10	.40
Blue Elemental Blast	.10	.40
Blue Mana Battery	3.50	5.00
Blue Ward	.10	.40
Bog Imp	.10	.40
Bog Wraith	.75	1.50
Bottle of Suleiman	2.50	3.50
Brainwash	.10	.40
Brass Man	.60	1.00
Bronze Tablet	2.50	3.50
Brothers of Fire	.10	.40
Brute, The	.10	.40
Burrowing	.60	1.00
Carnivorous Plant	.10	.40
Carrion Ants	5.00	8.00
Castle	1.25	2.00
Cave People	1.25	2.00
Celestial Prism	.60	1.00
Channel	.10	.40
Chaoslace	1.50	2.50
Circle of Protection: Artifact	3.00	4.00
Circle of Protection: Black	.10	.40
Circle of Protection: Blue	.10	.40
Circle of Protection: Green	.10	.40
Circle of Protection: Red	.10	.40
Circle of Protection: White	.10	.40
Clay Statue	.10	.40
Clockwork Avian	4.00	6.00
Clockwork Beast	2.50	3.50
Cockatrice	4.00	6.00
Colossus of Sardia	4.00	6.00
Conservator	.60	1.00
Control Magic	1.25	2.00
Conversion	1.25	2.00
Coral Helm	2.50	3.50
Cosmic Horror	3.50	5.00
Counterspell	1.25	2.00
Craw Wurm	.10	.40
Creature Bond	.10	.40
Crimson Manticore	3.00	4.00
Crumble	.35	.75
Crusade	3.50	5.00
Crystal Rod	.60	1.00
Cursed Land	.35	.75
Cursed Rack	1.50	2.50
Cyclopean Mummy	.10	.40
Dancing Scimitar	2.50	3.50
Dark Ritual	.10	.40
Death Ward	.10	.40
Deathgrip	.60	1.00
Deathlace	1.50	2.50
Desert Twister	1.25	2.00
Detonate	1.25	2.00
Diabolic Machine	1.25	2.00
Dingus Egg	3.50	5.00
Disenchant	.10	.40
Disintegrate	.10	.40
Disrupting Scepter	2.50	3.50
Divine Transformation	3.00	4.00
Dragon Engine	.75	1.50
Dragon Whelp	1.25	2.00
Drain Life	.10	.40
Drain Power	3.50	5.00
Drudge Skeletons	.10	.40
Durkwood Boars	.10	.40
Dwarven Warriors	.10	.40
Earth Elemental	.75	1.50
Earthquake	3.00	4.00
Ebony Horse	2.00	3.00
El-Hajjaj	3.50	5.00
Elder Land Wurm	3.50	5.00
Elven Riders	3.50	5.00
Elvish Archers	3.00	4.00
Energy Flux	.60	1.00
Energy Tap	.10	.40
Erg Raiders	.10	.40
Erosion	.10	.40
Eternal Warrior	.10	.40
Evil Presence	.60	1.00
Eye for an Eye	3.00	4.00
Fear	.10	.40
Feedback	.35	.75
Fellwar Stone	2.00	3.00
Fire Elemental	.75	1.50
Fireball	.10	.40
Firebreathing	.10	.40
Fissure	.10	.40
Flashfires	.60	1.00
Flight	.10	.40
Flood	.10	.40
Flying Carpet	3.00	4.00
Fog	.10	.40
Force of Nature	6.00	9.00
Forest	.05	.10
Fortified Area	.10	.40
Frozen Shade	.10	.40
Fungusaur	3.50	5.00
Gaea's Liege	5.00	8.00
Gaseous Form	.10	.40
Ghost Ship	.35	.75
Giant Growth	.10	.40
Giant Spider	.10	.40
Giant Strength	.10	.40
Giant Tortoise	.10	.40
Glasses of Urza	.60	1.00
Gloom	.60	1.00
Goblin Balloon Brigade	.60	1.00
Goblin King	6.00	9.00

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

	Low	High
Goblin Rock Sled	.10	.40
Grapeshot Catapult	.10	.40
Gray Ogre	.10	.40
Greed	2.50	3.50
Green Mana Battery	3.50	5.00
Green Ward	.35	.75
Grizzly Bears	.10	.40
Healing Salve	.10	.40
Helm of Chatzuk	2.00	3.00
Hill Giant	.10	.40
Hive, The	3.50	5.00
Holy Armor	.10	.40
Holy Strength	.10	.40
Howl from Beyond	.10	.40
Howling Mine	6.00	10.00
Hurkyl's Recall	3.00	4.00
Hurloon Minotaur	.10	.40
Hurr Jackal	2.00	3.00
Hurricane	.60	1.00
Hypnotic Specter	1.25	2.00
Immolation	.10	.40
Inferno	3.50	5.00
Instill Energy	.60	1.00
Iron Star	.60	1.00
Ironclaw Orcs	.10	.40
Ironroot Treefolk	.10	.40
Island	.05	.10
Island Fish Jasconius	2.50	3.50
Island Sanctuary	2.50	3.50
Ivory Cup	.60	1.00
Ivory Tower	3.50	5.00
Jade Monolith	1.25	2.50
Jandor's Saddlebags	2.00	3.00
Jayemdae Tome	2.50	3.50
Jump	.10	.40
Junun Efreet	3.50	5.00
Karma	.60	1.00
Keldon Warlord	1.25	2.00
Killer Bees	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	1.25	2.00
Land Leeches	.10	.40
Land Tax	2.00	3.00
Leviathan	3.50	5.00
Ley Druid	.60	1.00
Library of Leng	.60	1.00
Lifeforce	.60	1.00
Lifelace	1.50	2.50
Lifetap	.60	1.00
Lightning Bolt	.10	.40
Living Artifact	2.50	3.50
Living Lands	2.50	3.50
Llanowar Elves	.10	.40
Lord of Atlantis	5.00	8.00
Lord of the Pit	7.00	10.00
Lost Soul	.10	.40
Lure	.60	1.00
Magical Hack	4.00	6.00
Magnetic Mountain	2.00	3.00
Mahamoti Djinn	6.00	8.00
Mana Clash	1.50	2.50
Mana Flare	3.50	5.00
Mana Short	3.00	4.00
Mana Vault	2.50	3.50
Manabarbs	2.50	3.50
Marsh Gas	.10	.40
Marsh Viper	.10	.40
Meekstone	3.00	4.00
Merfolk of the Pearl Trident	.10	.40
Mesa Pegasus	.10	.40
Millstone	3.50	5.00
Mind Bomb	1.50	2.50
Mind Twist	4.00	6.00
Mishra's Factory	3.50	5.00
Mishra's War Machine	2.00	3.00
Mons's Goblin Raiders	.10	.40
Morale	.10	.40
Mountain	.05	.10
Murk Dwellers	.10	.40
Naf's Asp	.10	.40
Nether Shadow	3.00	4.00
Nevinyral's Disk	3.50	5.00
Nightmare	7.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.00	3.00
Obsianus Golem	.60	1.00
Onulet	.75	1.50
Orcish Artillery	.75	1.50
Orcish Oriflamme	1.50	2.50
Ornithopter	.35	.75
Osai Vultures	.35	.75
Paralyze	.10	.40
Pearled Unicorn	.10	.40
Personal Incarnation	4.00	6.00

Lord of Tresserhorn
10
Summon Legend
When Lord of Tresserhorn comes into play, pay 2 life and sacrifice two creatures, and target opponent draws two cards. Effects that prevent or redirect damage cannot be used to counter this loss of life.
: Regenerate
10/4

TOP TEN HOTTEST CARDS

6) Lord of Tresserhorn

A 10/4 regenerator... for four mana!?! Is Richard Garfield insane? Do Odie and Jon know what he's up to?!? The downside to the Lord of Crossdresserhorn is that when he enters play, you lose two life, two creatures and your opponent gets two cards.

	Low	High
Pestilence	.10	.40
Phantasmal Forces	.60	1.00
Phantasmal Terrain	.10	.40
Phantom Monster	.60	1.00
Piety	.10	.40
Pikemen	.10	.40
Pirate Ship	3.00	4.00
Pit Scorpion	.10	.40
Plague Rats	.10	.40
Plains	.05	.10
Power Leak	.10	.40
Power Sink	.10	.40
Power Surge	2.50	3.50
Pradesh Gypsies	.10	.40
Primal Clay	2.00	3.00
Prodigal Sorcerer	.10	.40
Psionic Entity	3.50	5.00
Psychic Venom	.10	.40
Purelace	1.50	2.50
Pyrotechnics	1.25	2.00
Rack, The	.75	1.50
Radjan Spirit	2.00	3.00
Rag Man	2.50	3.50
Raise Dead	.10	.40
Rebirth	2.50	3.50
Red Elemental Blast	.10	.40
Red Mana Battery	3.50	5.00
Red Ward	.35	.75
Regeneration	.10	.40
Relic Bind	3.00	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	.60	1.00
Royal Assassin	9.00	15.00
Samite Healer	.10	.40
Sandstorm	.10	.40
Savannah Lions	3.00	4.00
Scathe Zombies	.10	.40
Scavenging Ghoul	.60	1.00
Scryb Sprites	.10	.40
Sea Serpent	.10	.40
Seeker	.10	.40
Segovian Leviathan	1.25	2.00
Sengir Vampire	3.00	4.00
Serra Angel	4.00	6.00
Shanodin Dryads	.10	.40
Shapeshifter	3.50	5.00
Shatter	.10	.40
Shivan Dragon	10.00	18.00
Simulacrum	.10	.40
Sindbad	2.50	3.50
Siren's Call	.75	1.50
Sisters of the Flame	.10	.40
Sleight of Mind	3.00	4.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Net	.35	.75
Spell Blast	.10	.40
Spirit Link	3.50	5.00
Spirit Shackle	.75	1.50
Stasis	2.50	3.50
Steal Artifact	.60	1.00
Stone Giant	.60	1.00
Stone Rain	.10	.40
Stream of Life	.10	.40
Strip Mine	3.00	5.00
Sunglasses of Urza	2.50	3.50
Sunken City	.10	.40
Swamp	.05	.10
Swords to Plowshares	.75	1.50
Sylvan Library	4.00	6.00
Tawnos's Wand	1.25	2.00
Tawnos's Weaponry	1.25	2.00
Tempest Efreet	3.00	4.00
Terror	.10	.40
Tetravus	4.00	6.00
Thicket Basilisk	1.25	2.00
Thoughtlace	1.50	2.50
Throne of Bone	.60	1.00
Timber Wolves	2.50	3.50
Time Elemental	6.00	10.00
Titania's Song	2.00	3.00
Tranquility	.10	.40
Triskelion	4.00	6.00
Tsunami	.60	1.00
Tundra Wolves	.35	.75
Tunnel	.35	.75
Twiddle	.35	.75
Uncle Istvan	1.50	2.50
Unholy Strength	.10	.40
Unstable Mutation	.10	.40
Unsummon	.10	.40
Untamed Wilds	1.25	2.00
Urza's Avenger	4.00	6.00
Uthden Troll	1.25	2.00
Vampire Bats	.10	.40
Venom	.10	.40
Verduran Enchantress	3.50	5.00
Visions	1.50	2.50
Volcanic Eruption	3.00	4.00
Wall of Air	.60	1.00
Wall of Bone	.60	1.00
Wall of Brambles	.60	1.00
Wall of Dust	1.50	2.50
Wall of Fire	.60	1.00
Wall of Ice	.60	1.00
Wall of Spears	.10	.40
Wall of Stone	.60	1.00
Wall of Swords	1.25	2.00
Wall of Water	.60	1.00
Wall of Wood	.10	.40
Wanderlust	.60	1.00
War Mammoth	.10	.40
Warp Artifact	2.50	3.50
Water Elemental	.75	1.50
Weakness	.10	.40
Web	2.50	3.50
Whirling Dervish	3.00	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	.35	.75
Wild Growth	.10	.40
Will-O'-The-Wisp	4.00	6.00
Winds of Change	4.00	6.00
Winter Blast	2.50	3.50
Winter Orb	2.50	3.50
Wooden Sphere	.35	.75
Word of Binding	.10	.40
Wrath of God	3.50	5.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	.10	.40
Zephyr Falcon	.10	.40
Zombie Master	4.00	6.00

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards)	$600.00 ... 800.00
Booster Pack (8 cards)	50.00 ... 70.00
Booster Box (60 packs)	2,900.00 ... 4,200.00

Name	Low	High
Abu Ja'far	3.50	5.00
Aladdin	10.00	15.00
Aladdin's Lamp	3.50	5.00
Aladdin's Ring	5.00	8.00
Ali Baba	5.00	8.00
Ali from Cairo	60.00	75.00
Army of Allah	2.00	3.00
Bazaar of Baghdad	10.00	15.00
Bird Maiden	.50	1.00
Battle of Suleiman	6.00	10.00
Brass Man	1.25	2.00
Camel	2.25	3.00
City in a Bottle	12.00	20.00
City of Brass	10.00	18.00
Cuombajji Witches	.75	1.50
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Dandan	.75	1.50
Desert	4.00	6.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	30.00	40.00
Drop of Honey	20.00	35.00
Ebony Horse	5.00	8.00
El-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	.75	1.50
Erhnam Djinn	5.00	8.00
Eye for an Eye	6.00	10.00
Fishliver Oil	.50	1.00
Flying Carpet	5.00	8.00
Flying Men	3.00	4.00
Ghazban Ogre	.50	1.00
Giant Tortoise	.75	1.50
Guardian Beast	40.00	65.00
Hasran Ogress	.75	1.50
Hurr Jackal	1.00	2.00
Ifh-biff Efreet	15.00	25.00
Island Fish Jasconius	5.00	8.00
Island of Wak-Wak	25.00	35.00
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	6.00	10.00
Jeweled Bird	4.00	6.00
Jihad	25.00	40.00
Junun Efreet	10.00	15.00
Juzam Djinn	45.00	80.00
Khabal Ghoul	20.00	30.00
King Suleiman	12.00	18.00
Kird Ape	3.00	4.00
Library of Alexandria	25.00	35.00
Magnetic Mountain	4.00	6.00
Merchant Ship	7.00	10.00
Metamorphosis	.50	1.00
Mijae Djinn	8.00	12.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	.50	1.00
Oasis	3.50	5.00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5.00
Piety	.50	1.00
Pyramids	20.00	30.00
Repentant Blacksmith	3.00	5.00
Ring of Ma'ruf	20.00	30.00
Rukh Egg	6.00	10.00
Sandals of Abdallah	8.00	12.00
Sandstorm	.50	1.00
Serendib Djinn	12.00	20.00
Serendib Efreet	12.00	18.00
Shahrazad	12.00	20.00
Sindbad	5.00	8.00
Singing Tree	25.00	40.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	.75	1.50
War Elephant	.50	1.00
Wyluli Wolf	3.50	5.00
Ydwen Efreet	10.00	15.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards)	$300.00 ... 400.00
Booster Pack (8 cards)	12.00 ... 18.00
Booster Box (60 packs)	700.00 ... 900.00

Name	Low	High
Amulet of Kroog	.15	.50
Argivian Archaeologist	20.00	35.00
Argivian Blacksmith	.40	1.00
Argothian Pixies	.15	.50
Argothian Treefolk	1.00	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.00	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrant	1.00	2.00
Atog	1.50	2.50
Battering Ram	.15	.50
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	20.00	35.00
Circle of Protection: Artifact	6.00	8.00
Citanul Druid	3.00	4.00
Clay Statue	.40	1.00

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

★	Clockwork Avian	7.00	10.00
★	Colossus of Sardia	10.00	15.00
★	Coral Helm	4.00	6.00
■	Crumble	.40	1.00
●	Cursed Rack	2.50	3.50
○	Damping Field	2.50	3.50
★	Detonate	2.00	3.00
■	Drafna's Restoration	1.00	2.00
■	Dragon Engine	1.50	2.50
●	Dwarven Weaponsmith	2.00	3.00
●	Energy Flux	1.00	2.00
●	Feldon's Cane	2.25	3.00
★	Gaea's Avenger	12.00	20.00
●	Gate to Phyrexia	2.50	3.50
●	Goblin Artisans	1.00	2.00
★	Golgothian Sylex	7.00	10.00
■	Grapeshot Catapult	.15	.50
●	Haunting Wind	2.50	3.50
★	Hurkyl's Recall	6.00	8.00
●	Ivory Tower	7.00	10.00
★	Jalum Tome	4.00	6.00
○	Martyrs of Korlis	4.00	6.00
●	Mightstone	2.50	3.50
●	Millstone	5.00	8.00
●	Mishra's Factory	4.00	6.00
●	Mishra's Fac. (Summer Pic.)	6.00	10.00
★	Mishra's War Machine	3.50	5.00
★	Mishra's Workshop	10.00	18.00
★	Obelisk of Undoing	8.00	10.00
●	Onulet	2.25	3.00
■	Orcish Mechanics	.40	1.00
■	Ornithopter	.40	1.00
■	Phyrexian Gremlins	1.00	2.00
●	Power Artifact	3.50	5.00
●	Powerleech	3.50	5.00
■	Priest of Yawgmoth	.75	1.50
●	Primal Clay	3.50	5.00
●	Rack, The	1.00	2.00
●	Rakalite	2.00	3.00
■	Reconstruction	1.50	2.50
❑	Reverse Polarity	1.50	2.50
●	Rocket Launcher	4.00	6.00
■	Sage of Lat-Nam	.40	1.00
★	Shapeshifter	7.00	10.00
★	Shatterstorm	5.00	8.00
■	Staff of Zegon	.40	1.00
●	Strip Mine	4.00	6.00
●	Strip Mine (Tower)	5.00	9.00
●	Su-Chi	3.00	4.00
■	Tablet of Epityr	.15	.50
★	Tawnos's Coffin	12.00	20.00
●	Tawnos's Wand	2.00	3.00
●	Tawnos's Weaponry	2.00	3.00
★	Tetravus	8.00	10.00
●	Titania's Song	4.00	6.00
●	Transmute Artifact	3.50	5.00
★	Triskelion	8.00	10.00
★	Urza's Avenger	8.00	12.00
■	Urza's Chalice	.15	.50
■	Urza's Mine	.40	1.00
★	Urza's Miter	7.00	10.00
■	Urza's Power Plant	.40	1.00
■	Urza's Tower	.40	1.00
●	Wall of Spears	.75	1.50
●	Weakstone	2.50	3.50
●	Xenic Poltergeist	2.50	3.50
★	Yawgmoth Demon	8.00	12.00
■	Yotian Soldier	.75	1.50

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards)	$1,100.00	..1,400.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (36 packs)	850.00	..1,000.00

	Name	Low	High
●	Abomination	3.50	5.00
★	Abyss, The	20.00	35.00
★	Acid Rain	12.00	18.00
■	Active Volcano	.40	1.00
●	Adun Oakenshield	10.00	15.00
●	Adventurers' Guildhouse	2.50	3.50
●	Ærathi Berserker	4.00	6.00
■	Aisling Leprechaun	.75	1.50
☆	Akron Legionnaire	5.00	8.00
★	All Hallow's Eve	25.00	35.00
■	Al-abara's Carpet	10.00	15.00
★	Alaboster Potion	.40	1.00
★	Alchor's Tomb	10.00	15.00
❑	Amrou Kithkin	.15	.50
☆	Angelic Voices	7.00	10.00
●	Angus Mackenzie	10.00	15.00
■	Anti-Magic Aura	2.00	3.00
●	Arboria	4.00	6.00
●	Arcades Sabboth	10.00	15.00
★	Arena of the Ancients	4.00	6.00
■	Avoid Fate	.40	1.00
●	Axelrod Gunnarson	8.00	10.00
●	Ayesha Tanaka	6.00	8.00
●	Azure Drake	3.00	5.00
●	Backdraft	3.50	5.00
●	Backfire	2.50	3.50
■	Barbary Apes	.75	1.50
●	Barktooth Warbeard	3.50	5.00
●	Bartel Runeaxe	10.00	15.00
●	Beasts of Bogardan	3.00	5.00
●	Black Mana Battery	2.50	3.50
■	Blazing Effigy	.40	1.00
●	Blight	2.50	3.50
●	Blood Lust	1.00	2.00
●	Blue Mana Battery	2.50	3.50
■	Boomerang	.40	1.00
●	Boris Devilboon	8.00	12.00
●	Brine Hag	4.00	6.00
★	Bronze Horse	5.00	8.00
●	Brute, The	.40	1.00
★	Carrion Ants	10.00	18.00
■	Cat Warriors	.40	1.00
●	Cathedral of Serra	2.50	3.50
★	Caverns of Despair	8.00	12.00
■	Chain Lighting	1.50	2.50
★	Chains of Mephistopheles	10.00	15.00
●	Chromium	10.00	18.00
☆	Cleanse	12.00	18.00
❑	Clergy of the Holy Nimbus	.15	.50
●	Cocoon	3.00	5.00
★	Concordant Crossroads	6.00	10.00
★	Cosmic Horror	7.00	10.00
●	Craw Giant	5.00	8.00
●	Crevasse	3.50	5.00
■	Crimson Kobolds	.40	1.00
★	Crimson Manticore	6.00	8.00
■	Crookshank Kobolds	.40	1.00
■	Cyclopean Mummy	.15	.50
●	Dakkon Blackblade	10.00	15.00
❑	D'Avenant Archer	1.00	2.00
■	Darkness	.40	1.00
●	Deadfall	3.00	4.00
●	Demonic Torment	4.00	6.00
■	Devouring Deep	.40	1.00
★	Disharmony	8.00	12.00
☆	Divine Intervention	8.00	12.00
❑	Divine Offering	.40	1.00
☆	Divine Transformation	7.00	10.00
●	Dream Coat	4.00	6.00
■	Durkwood Boars	.15	.50
●	Dwarven Song	3.50	5.00
☆	Elder Land Wurm	7.00	10.00
★	Elder Spawn	8.00	10.00
★	Elven Riders	6.00	8.00
■	Emerald Dragonfly	.40	1.00
❑	Enchanted Being	.40	1.00
■	Enchantment Alteration	.40	1.00
■	Energy Tap	.15	.50
❑	Equinox	1.50	2.50
●	Eternal Warrior	2.00	4.00
★	Eureka	18.00	25.00
●	Evil Eye Orms-By-Gore	5.00	8.00
●	Fallen Angel	4.00	6.00
★	Falling Star	10.00	15.00
■	Feint	1.00	2.00
★	Field of Dreams	10.00	15.00
■	Fire Sprites	.40	1.00
★	Firestorm Phoenix	18.00	30.00
■	Flash Counter	.75	1.50
■	Flash Flood	.40	1.00
●	Floral Spuzzem	4.00	6.00
■	Force Spike	.40	1.00
★	Forethought Amulet	10.00	15.00
○	Fortified Area	.75	1.50
●	Frost Giant	4.00	6.00
●	Gabriel Angelfire	5.00	8.00
■	Gaseous Form	.15	.50
■	Raunt lets of Chaos	6.00	8.00
■	Ghosts of the Damned	.40	1.00
■	Giant Slug	.40	1.00
■	Giant Strength	.40	1.00
■	Giant Turtle	.40	1.00
■	Glyph of Doom	.40	1.00
■	Glyph of Delusion	.40	1.00
■	Glyph of Destruction	.40	1.00
❑	Glyph of Life	.15	.50
■	Glyph of Reincarnation	.40	1.00
●	Gosta Dirk	9.00	15.00
★	Gravity Sphere	15.00	25.00
○	Great Defender	3.50	5.00
○	Great Wall	3.25	4.00
○	Greater Realm of Preservation	6.00	8.00
★	Greed	5.00	8.00
●	Green Mana Battery	2.50	3.50
●	Gwendlyn Di Corei	12.00	15.00
●	Halfdane	8.00	12.00
●	Hammerheim	4.00	6.00
●	Hazezon Tamar	12.00	20.00
■	Headless Horseman	.15	.50
○	Heaven's Gate	3.50	5.00
■	Hell Swarm	.40	1.00
★	Hell's Caretaker	8.00	12.00
★	Hellfire	15.00	20.00
❑	Holy Day	1.00	2.00
★	Horn of Deafening	5.00	8.00

Jester's Cap
Artifact
2,⊃: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
—Arcum Dagsson, Soldevi Machinist

TOP TEN HOTTEST CARDS

5) Jester's Cap

YEAH!! This stupid evil card has finally been bumped off the top slot. With its tap and sacrifice to search opponent's library and remove three cards from the game, the Cap's powerful but annoying. We wanna play the cards in our deck. Now if this thing would only drop six more slots...

■	Hornet Cobra	.40	1.00
●	Horror of Horrors	4.00	6.00
●	Hunding Gjornersen	3.50	5.00
●	Hyperion Blacksmith	3.50	5.00
●	Ichneumon Druid	4.00	6.00
■	Immolation	.75	1.50
★	Imprison	8.00	12.00
★	In the Eye of Chaos	10.00	15.00
❑	Indestructible Aura	.40	1.00
●	Infernal Medusa	5.00	8.00
☆	Infinite Authority	10.00	15.00
★	Invoke Prejudice	12.00	18.00
○	Ivory Guardians	2.00	3.00
●	Jacques le Vert	10.00	15.00
●	Jasmine Boreal	4.00	6.00
●	Jedit Ojanen	4.00	6.00
●	Jerrard of the Closed Fist	4.00	6.00
●	Johan	6.00	8.00
★	Jovial Evil	10.00	15.00
★	Juxtapose	5.00	8.00
●	Karakas	3.50	5.00
●	Kasimir the Lone Wolf	4.00	6.00
❑	Keepers of the Faith	.40	1.00
●	Kei Takahashi	4.00	6.00
★	Killer Bees	9.00	15.00
○	Kismet	6.00	8.00
★	Knowledge Vault	8.00	10.00
●	Kobold Drill Sergeant	6.00	8.00
★	Kobold Overlord	10.00	15.00
●	Kobold Taskmaster	5.00	8.00
■	Kobolds of Kher Keep	.40	1.00
●	Kry Shield	3.50	5.00
●	Lady Caleria	10.00	15.00
●	Lady Evangela	10.00	15.00
●	Lady of the Mountain, The	4.00	6.00
●	Lady Orca	3.00	4.00
★	Land Equilibrium	10.00	15.00
○	Land Tax	5.00	8.00
★	Land's Edge	6.00	8.00
●	Lesser Werewolf	5.00	8.00
●	Life Chisel	4.00	6.00
★	Life Matrix	10.00	15.00
☆	Lifeblood	12.00	18.00
★	Living Plane	12.00	18.00
●	Livonya Silone	10.00	15.00
●	Lord Magnus	4.00	6.00
■	Lost Soul	.15	.50
●	Mana Drain	18.00	25.00
★	Mana Matrix	10.00	15.00
●	Marble Priest	3.50	5.00
●	Marhault Elsdragon	2.50	3.50
★	Master of the Hunt	18.00	25.00
★	Mirror Universe	45.00	70.00
☆	Moat	20.00	30.00
★	Mold Demon	8.00	12.00
■	Moss Monster	.40	1.00
●	Mountain Stronghold	2.00	3.00
●	Mountain Yeti	.40	1.00
●	Nebuchadnezzar	8.00	12.00
★	Nether Void	12.00	18.00
●	Nicol Bolas	10.00	15.00
★	North Star	12.00	15.00
★	Nova Pentacle	10.00	15.00
❑	Osai Vultures	.15	.50
●	Palladia-Mors	10.00	15.00
●	Part Water	3.50	5.00
●	Pavel Maliki	4.00	6.00
●	Pendelhaven	3.50	5.00
☆	Petra Sphynx	5.00	8.00
■	Pit Scorpion	.15	.50
★	Pixie Queen	10.00	15.00
★	Planar Gate	10.00	15.00
●	Pradesh Gypsies	1.50	2.50
○	Presence of the Master	3.50	5.00
●	Primordial Ooze	2.50	3.50
●	Princess Lucrezia	4.00	6.00
★	Psionic Entity	7.00	10.00
■	Psychic Purge	.75	1.50
●	Puppet Master	2.50	3.50
■	Pyrotechnics	.40	1.00
●	Quagmire	3.50	4.50
★	Quarum Trench Gnomes	8.00	12.00
●	Rabid Wombat	4.00	6.00
●	Radjan Spirit	3.50	5.00
■	Raging Bull	.40	1.00
●	Ragnar	10.00	15.00
●	Ramirez DePietro	4.00	6.00
●	Ramses Overdark	10.00	15.00
☆	Rapid Fire	8.00	12.00
●	Rasputin Dreamweaver	10.00	15.00
★	Rebirth	4.00	6.00
★	Recall	7.00	10.00
●	Red Mana Battery	2.50	3.50
●	Reincarnation	3.50	5.00
●	Relic Barrier	4.00	6.00
●	Relic Bind	3.00	4.00
❑	Remove Enchantments	1.00	2.00
■	Remove Soul	.40	1.00
●	Reset	5.00	8.00
★	Revelation	6.00	8.00
★	Reverberation	10.00	15.00
○	Righteous Avengers	4.00	6.00
★	Ring of Immortals	10.00	15.00
●	Riven Turnbull	4.00	6.00
●	Rohgahh of Kher Keep	12.00	18.00
●	Rubinia Soulsinger	8.00	10.00
■	Rust	.40	1.00
●	Sea King's Blessing	3.50	5.00
●	Seafarer's Quay	2.00	3.00
○	Seeker	1.00	2.00
●	Segovian Leviathan	2.50	3.50
★	Sentinel	5.00	8.00
★	Serpent Generator	8.00	10.00
■	Shelkin Brownie	.40	1.00
●	Shield Wall	2.00	3.00
○	Shimian Night Stalker	2.50	3.50
●	Silhouette	3.50	5.00
●	Sir Shandlar of Eberyn	4.00	6.00
●	Sivitri Scarzam	3.00	4.00
●	Sol'kanar Swamp King	8.00	10.00
●	Spectral Cloak	7.00	10.00
★	Spinal Villain	12.00	18.00
●	Spirit Link	7.00	10.00
■	Spirit Shackle	.40	1.00
☆	Spiritual Sanctuary	8.00	12.00
●	Stangg	5.00	8.00
●	Storm Seeker	5.00	7.00
★	Storm World	8.00	12.00
■	Subdue	.75	1.50
●	Sunastian Falconer	4.00	6.00
★	Sword of the Ages	20.00	30.00
●	Syphon Soul	.75	1.50
●	Sylvan Library	4.00	6.00
■	Sylvan Paradise	3.50	5.00
★	Tabernacle of Pendrell Vale	10.00	18.00
●	Takklemaggot	3.00	5.00
★	Telekinesis	10.00	18.00
★	Teleport	4.00	6.00
★	Tempest Efreet	5.00	8.00
●	Tetsuo Umezawa	12.00	18.00
☆	Thunder Spirit	15.00	25.00
★	Time Elemental	10.00	15.00
●	Tobias Andrion	3.00	5.00
●	Tolaria	3.50	5.00
●	Tor Wauki	3.00	5.00
●	Torsten Von Ursus	4.00	6.00
●	Touch of Darkness	3.50	5.00
■	Transmutation	.40	1.00
★	Triassic Egg	5.00	8.00
●	Tuknir Deathlock	8.00	12.00
❑	Tundra Wolves	.40	1.00
★	Typhoon	8.00	12.00

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Undertow	3.00	4.00
Underworld Dreams	12.00	20.00
Unholy Citadel	2.00	3.00
Untamed Wilds	2.00	3.00
Urborg	3.50	5.00
Ur-Drago	8.00	12.00
Vaevictis Asmadi	10.00	15.00
Vampire Bats	.15	.40
Venarian Gold	.40	1.00
Visions	3.00	4.00
Voodoo Doll	6.00	10.00
Walking Dead	.40	1.00
Wall of Caltrops	.40	1.00
Wall of Dust	3.00	4.00
Wall of Earth	.40	1.00
Wall of Heat	.40	1.00
Wall of Light	3.50	5.00
Wall of Opposition	3.00	4.00
Wall of Putrid Flesh	3.50	5.00
Wall of Shadows	.40	1.00
Wall of Tombstones	3.00	4.00
Wall of Vapor	.40	1.00
Wall of Wonder	2.00	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	3.50
Willow Satyr	10.00	15.00
Winds of Change	4.00	6.00
Winter Blast	7.00	10.00
Wolverine Pack	.75	1.50
Wood Elemental	8.00	12.00
Wretched, The	10.00	15.00
Xira Arien	8.00	12.00
Zephyr Falcon	.40	1.00

Library of Lat-Nam
Target opponent chooses one: you draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put it into your hand, and then shuffle your library.

TOP TEN HOTTEST CARDS

4) Library of Lat-Nam

A definite No. 1 contender, the Library is sending fans scrambling to secure four of these for their tourney decks. Acting as either a Demonic Tutor or an Ancestral Recall (your opponent decides which), it wouldn't surprise us to see this card grab the top hot slot.

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards)	$150.00	250.00
Booster Pack (8 cards)	4.00	6.00
Booster Box (60 packs)	240.00	325.00

Name	Low	High
Amnesia	3.00	4.00
Angry Mob	3.00	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.15	.40
Ball Lightning	9.00	15.00
Banshee	1.50	2.50
Barl's Cage	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	2.00	3.00
Bog Imp	.15	.40
Bog Rats	.15	.40
Bone Flute	1.00	2.00
Book of Rass	2.00	3.00
Brainwash	.15	.40
Brothers of Fire	1.00	2.00
Carnivorous Plant	.15	.40
Cave People	1.50	2.50
City of Shadows	4.00	6.00
Cleansing	5.00	8.00
Coal Golem	2.00	3.00
Curse Artifact	2.00	3.00
Dance of Many	3.50	5.00
Dark Heart of the Wood	.15	.40
Dark Sphere	3.50	5.00
Deep Water	.15	.40
Diabolic Machine	2.00	3.00
Drowned	.15	.40
Dust to Dust	.15	.40
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	.15	.40
Eternal Flame	3.50	5.00
Exorcist	6.00	10.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	.15	.40
Fire and Brimstone	2.00	3.00
Fire Drake	1.50	2.50
Fissure	.15	.40
Flood	.75	1.50
Fountain of Youth	1.50	2.50
Frankenstein's Monster	8.00	12.00
Gaea's Touch	.75	1.50
Ghost Ship	.15	.40
Giant Shark	.15	.40
Goblin Caves	.15	.40
Goblin Digging Team	.15	.40
Goblin Hero	.15	.40
Goblin Rock Sled	.15	.40
Goblin Shrine	.15	.40
Goblin Wizard	6.00	8.00
Goblins of the Flarg	.15	.40
Grave Robbers	4.00	6.00
Hidden Path	5.00	8.00
Holy Light	.15	.40
Inferno	4.00	6.00
Inquisition	.15	.40
Knights of Thorn	6.00	8.00
Land Leeches	.15	.40
Leviathan	5.00	8.00
Living Armor	1.50	2.50
Lurker	4.00	6.00
Mana Clash	3.50	5.00
Mana Vortex	5.00	8.00
Marsh Gas	.15	.40
Marsh Goblins	.15	.40
Marsh Viper	.15	.40
Martyr's Cry	5.00	8.00
Maze of Ith	7.00	12.00
Merfolk Assassin	4.00	6.00
Mind Bomb	3.00	4.00
Miracle Worker	.15	.40
Morale	.15	.40
Murk Dwellers	.15	.40
Nameless Race	4.00	6.00
Necropolis	1.50	2.50
Niall Silvain	4.00	6.00
Orc General	2.50	3.50
People of the Woods	3.00	4.00
Pikemen	.15	.40
Preacher	10.00	15.00
Psychic Allergy	4.00	6.00
Rag Man	4.00	6.00
Reflecting Mirror	3.50	5.00
Riptide	.15	.40
Runesword	1.50	2.50
Safe Haven	3.00	4.00
Savaen Elves	.15	.40
Scarecrow	3.50	5.00
Scarwood Bandits	5.00	8.00
Scarwood Goblins	.15	.40
Scarwood Hag	2.50	3.50
Scavenger Folk	.15	.40
Season of the Witch	5.00	8.00
Sisters of the Flame	.75	1.50
Skull of Orm	4.00	6.00
Sorrow's Path	3.00	4.00
Spitting Slug	1.50	2.50
Squire	.15	.40
Standing Stones	2.50	3.50
Stone Calendar	5.00	8.00
Sunken City	.15	.40
Tangle Kelp	1.50	2.50
Tivadar's Crusade	1.50	2.50
Tormod's Crypt	1.50	2.50
Tower of Coireall	1.50	2.50
Tracker	6.00	8.00
Uncle Istvan	1.50	2.50
Venom	.15	.40
Wand of Ith	3.00	4.00
War Barge	3.50	5.00
Water Wurm	.15	.40
Whippoorwill	2.50	3.50
Witch Hunter	5.00	8.00
Word of Binding	.15	.40
Worms of the Earth	4.00	7.00
Wormwood Treefolk	4.00	7.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards)	$40.00	60.00
Booster Pack (8 cards)	.60	1.25
Booster Box (60 packs)	30.00	55.00

Name	Low	High
Aeolipile	1.00	2.00
Armor Thrull	.10	.40
Balm of Restoration	1.00	2.00
Basal Thrull	.10	.40
Bottomless Vault	2.50	4.00
Brassclaw Orcs	.10	.40
Breeding Pit	1.50	2.50
Combat Medic	.10	.40
Conch Horn	.75	1.50
Deep Spawn	.50	1.25
Delif's Cone	.10	.40
Delif's Cube	.75	1.50
Derelor	1.00	2.00
Draconian Cylix	2.00	3.00
Dwarven Armorer	2.00	3.00
Dwarven Catapult	.50	1.25
Dwarven Hold	2.50	3.50
Dwarven Lieutenant	.50	1.25
Dwarven Ruins	.50	1.25
Dwarven Soldier	.10	.40
Ebon Praetor	3.00	5.00
Ebon Stronghold	.75	1.50
Elven Fortress	.10	.40
Elvish Farmer	2.00	3.00
Elvish Hunter	.10	.40
Elven Lyre	.75	1.50
Elvish Scout	.10	.40
Farrel's Mantle	.50	1.25
Farrel's Zealot	.10	.40
Farrelite Priest	.10	.40
Feral Thallid	.75	1.50
Fungal Bloom	3.00	5.00
Goblin Chirurgeon	.10	.40
Goblin Flotilla	2.00	3.00
Goblin Grenade	.10	.40
Goblin Kites	.50	1.25
Goblin War Drums	.10	.40
Goblin Warrens	2.50	3.50
Hand of Justice	4.00	7.00
Havenwood Battleground	.75	1.50
Heroism	.50	1.25
High Tide	.10	.40
Hollow Trees	2.50	4.00
Homarid	.10	.40
Homarid Shaman	1.50	2.50
Homarid Spawning Bed	.50	1.25
Homarid Warrior	.10	.40
Hymn to Tourach	.10	.40
Icatian Infantry	.10	.40
Icatian Javelineers	.10	.40
Icatian Lieutenant	2.00	3.00
Icatian Moneychanger	.10	.40
Icatian Phalanx	.50	1.25
Icatian Priest	.50	1.25
Icatian Scout	.10	.40
Icatian Skirmishers	2.50	4.00
Icatian Store	2.50	4.00
Icatian Town	3.00	5.00
Implements of Sacrifice	1.00	2.00
Initiates of the Ebon Hand	.10	.40
Merseine	.10	.40
Mindstab Thrull	.10	.40
Necrite	.10	.40
Night Soil	.10	.40
Orcish Captain	.50	1.25
Orcish Spy	.10	.40
Orcish Veteran	.10	.40
Order of Leitbur	.10	.40
Order of the Ebon Hand	.10	.40
Orgg	2.50	4.00
Raiding Party	.50	1.25
Rainbow Vale	3.00	4.00
Ring of Renewal	2.00	3.00
River Merfolk	2.00	3.00
Ruins of Trokair	.75	1.50
Sand Silos	1.50	2.50
Seasinger	1.25	2.00
Soul Exchange	.75	1.50
Spirit Shield	2.00	3.00
Spore Cloud	.10	.40
Spore Flower	.50	1.25
Svyelunite Priest	.50	1.25
Svyelunite Temple	.50	1.25
Thallid	.10	.40
Thallid Devourer	.50	1.25
Thelon's Chant	.50	1.25
Thelon's Curse	2.00	3.00
Thelonite Druid	.50	1.25
Thelonite Monk	2.00	3.00
Thorn Thallid	.10	.40
Thrull Champion	3.00	5.00
Thrull Retainer	.50	1.25
Thrull Wizard	.50	1.25
Tidal Flats	.10	.40
Tidal Influence	.10	.40
Tourach's Chant	.10	.40
Tourach's Gate	2.00	3.00
Vodalian Knights	3.00	5.00
Vodalian Mage	.10	.40
Vodalian Soldiers	.10	.40
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.00	3.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards)	$375.00	450.00
Starter Deck (60 cards)	10.00	16.00
Starter Box (10 decks)	90.00	150.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	90.00	125.00

Name	Low	High
Abyssal Specter	2.00	3.00
Adarkar Sentinel	2.00	3.00
Adarkar Unicorn	.15	.40
Adarkar Wastes	4.00	6.00
Aegis of the Meek	4.00	6.00
Aggression	2.00	3.00
Altar of Bone	4.00	6.00
Amulet of Quoz	4.00	6.00
Anarchy	2.00	3.00
Arctic Foxes	.15	.40
Arcum's Sleigh	1.50	2.50
Arcum's Weathervane	1.50	2.50
Arcum's Whistle	1.50	2.50
Arenson's Aura	.15	.40
Armor of Faith	.15	.40
Arnjlot's Ascent	.15	.40
Ashen Ghoul	1.50	2.50
Aurochs	.15	.40
Avalanche	2.00	3.00
Balduvian Barbarians	.15	.40
Balduvian Bears	.15	.40
Balduvian Conjurer	1.50	2.50
Balduvian Hydra	5.00	8.00
Balduvian Shaman	.15	.40
Barbarian Guides	.15	.40
Barbed Sextant	.15	.40
Baton of Morale	2.00	3.00
Battle Cry	1.50	2.50
Battle Frenzy	.15	.40
Binding Grasp	2.00	3.00
Black Scarab	1.50	2.50
Blessed Wine	.15	.40
Blinking Spirit	5.00	7.00
Blizzard	4.00	6.00
Blue Scarab	1.50	2.50
Bone Shaman	.15	.40
Brainstorm	.15	.40
Brand of Ill Omen	5.00	7.00
Breath of Dreams	1.50	2.50
Brine Shaman	.15	.40
Brown Ouphe	.15	.40
Brushland	4.00	7.00
Burnt Offering	.15	.40
Call to Arms	5.00	7.00
Caribou Range	5.00	7.00
Celestial Sword	4.00	6.00
Centaur Archer	1.50	2.50
Chaos Lord	5.00	7.00
Chaos Moon	5.00	7.00
Chromatic Armor	5.00	7.00
Chub Toad	.15	.40
Circle of Protection: Black	.15	.40
Circle of Protection: Blue	.15	.40
Circle of Protection: Green	.15	.40
Circle of Protection: Red	.15	.40
Circle of Protection: White	.15	.40
Clairvoyance	.15	.40
Cloak of Confusion	.15	.40
Cold Snap	2.00	3.00

Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

Conquer	2.00	3.00
Cooperation	.15	.40
Counterspell	.15	.40
Crown of the Ages	5.00	7.00
Curse of Marit Lage	5.00	7.00
Dance of the Dead	2.00	3.00
Dark Banishing	.15	.40
Dark Ritual	.15	.40
Death Ward	.15	.40
Deflection	10.00	18.00
Demonic Consultation	2.00	3.00
Despotic Scepter	4.00	6.00
Diabolic Vision	2.00	3.00
Dire Wolves	.15	.40
Disenchant	.15	.40
Dread Wight	4.00	6.00
Dreams of the Dead	1.50	2.50
Drift of the Dead	2.00	3.00
Drought	2.00	3.00
Dwarven Armory	5.00	7.00
Earthlink	5.00	7.00
Earthlore	.15	.40
Elder Druid	4.00	7.00
Elemental Augury	5.00	7.00
Elkin Bottle	4.00	6.00
Elvish Healer	.15	.40
Enduring Renewal	6.00	9.00
Energy Storm	5.00	7.00
Enervate	.15	.40
Errant Minion	.15	.40
Errantry	.15	.40
Essence Filter	.15	.40
Essence Flare	.15	.40
Essence Vortex	1.50	2.50
Fanatical Fever	2.00	3.00
Fear	.15	.40
Fiery Justice	4.00	6.00
Fire Covenant	2.00	3.00
Flame Spirit	2.00	3.00
Flare	.15	.40
Flooded Woodlands	4.00	6.00
Flow of Maggots	5.00	7.00
Folk of the Pines	.15	.40
Forbidden Lore	4.00	6.00
Force Void	1.50	2.50
Forest	.05	.10
Forgotten Lore	2.00	3.00
Formation	5.00	7.00
Foul Familiar	.15	.40
Foxfire	.15	.40
Freyalise Supplicant	1.50	2.50
Freyalise's Charm	1.50	2.50
Freyalise's Winds	4.00	6.00
Fumarole	2.00	3.00
Fylgja	.15	.40
Fyndhorn Bow	1.50	2.50
Fyndhorn Brownie	.15	.40
Fyndhorn Elder	2.00	3.00
Fyndhorn Elves	.15	.40
Fyndhorn Pollen	4.00	6.00
Game of Chaos	5.00	7.00
Gangrenous Zombies	.15	.40
Gaze of Pain	.15	.40
General Jarkeld	5.00	7.00
Ghostly Flame	6.00	8.00
Giant Growth	.15	.40
Giant Trap Door Spider	2.50	3.50
Glacial Chasm	2.00	3.00
Glacial Crevasses	4.00	6.00
Glacial Wall	1.50	2.50
Glaciers	4.00	6.00
Goblin Lyre	4.00	6.00
Goblin Mutant	2.00	3.00
Goblin Sappers	.15	.40
Goblin Ski Patrol	.15	.40
Goblin Snowman	2.00	3.00
Gorilla Pack	.15	.40
Gravebind	4.00	6.00
Green Scarab	1.50	2.50
Grizzled Wolverine	.15	.40
Hallowed Ground	1.50	2.50
Halls of Mist	4.00	6.00
Heal	.15	.40
Hecatomb	6.00	8.00
Hematite Talisman	1.50	2.50
Hipparion	1.50	2.50
Hoar Shade	.15	.40
Hot Springs	4.00	6.00
Howl from Beyond	.15	.40
Hurricane	1.50	2.50
Hyalopterous Lemure	2.00	3.00
Hydroblast	.15	.40
Hymn of Rebirth	2.00	3.00
Ice Berg	2.00	3.00
Ice Cauldron	5.00	7.00
Ice Floe	2.50	4.00
Icequake	2.50	4.00
Icy Manipulator	9.00	15.00
Icy Prison	5.00	7.00
Illusionary Forces	.15	.40
Illusionary Presence	3.00	5.00
Illusionary Terrain	1.50	2.50
Illusionary Wall	.15	.40

Diminishing Returns
Each player shuffles his or her hand and graveyard into his or her library. Remove the top ten cards of your library from the game. Each player draws up to seven cards.

TOP TEN HOTTEST CARDS

3) Diminishing Returns

Demonic Tutor...Ancestral Recall...how about a Timetwister too? Yeah? Great. The only big difference here is that when cast, you lose the top 10 cards from your deck after the reshuffling's over. Three words: big friggin' deal!

Illusions of Grandeur	5.00	7.00
Imposing Visage	.15	.40
Incinerate	.15	.40
Infernal Darkness	5.00	7.00
Infernal Denizen	5.00	7.00
Infinite Hourglass	5.00	7.00
Infuse	.15	.40
Island	.05	.10
Jester's Cap	18.00	30.00
Jester's Mask	12.00	20.00
Jeweled Amulet	2.00	3.00
Johtull Wurm	2.00	3.00
Jokulhaups	6.00	8.00
Juniper Order Druid	.15	.40
Justice	2.00	3.00
Karplusan Forest	4.00	7.00
Karplusan Giant	2.00	3.00
Karplusan Yeti	5.00	8.00
Kelsinko Ranger	.15	.40
Kjeldoran Dead	.15	.40
Kjeldoran Elite Guard	2.00	3.00
Kjeldoran Frostbeast	2.00	3.00
Kjeldoran Guard	.15	.40
Kjeldoran Knight	5.00	7.00
Kjeldoran Phalanx	5.00	7.00
Kjeldoran Royal Guard	5.00	7.00
Kjeldoran Skycaptain	2.00	3.00
Kjeldoran Skyknight	.15	.40
Kjeldoran Warrior	.15	.40
Knights of Stromgald	1.50	2.50
Krovikan Elementalist	2.00	3.00
Krovikan Fetish	.15	.40
Krovikan Sorcerer	.15	.40
Krovikan Vampire	3.00	5.00
Land Cap	4.00	6.00
Lapis Lazuli Talisman	1.50	2.50
Lava Burst	.15	.40
Lava Tubes	4.00	6.00
Legions of Lim-Dûl	.15	.40
Leshrac's Rite	1.50	2.50
Leshrac's Sigil	1.50	2.50
Lhurgoyf	6.00	10.00
Lim-Dûl's Cohort	.15	.40
Lim-Dûl's Hex	1.50	2.50
Lightning Blow	4.00	6.00
Lost Order of Jarkeld	5.00	7.00
Lure	1.50	2.50
Maddening Wind	1.50	2.50
Magus of the Unseen	5.00	8.00
Malachite Talisman	1.50	2.50
Marton Stromgald	8.00	12.00
Melee	1.50	2.50
Melting	1.50	2.50
Mercenaries	3.00	5.00
Merieke Ri Berit	5.00	7.00
Mesmeric Trance	4.00	6.00
Meteor Shower	.15	.40
Mind Ravel	.15	.40
Mind Warp	2.50	3.50
Mind Whip	3.00	5.00
Minion of Leshrac	6.00	8.00
Minion of Tevesh Szat	5.00	7.00
Mistfolk	.15	.40
Mole Worms	1.50	2.50
Monsoon	4.00	7.00
Moor Fiend	.15	.40
Mountain	.05	.10
Mountain Goat	.15	.40
Mountain Titan	4.00	6.00
Mudslide	4.00	6.00
Musician	5.00	7.00
Mystic Might	4.00	6.00
Mystic Remora	.15	.40
Nacre Talisman	1.50	2.50
Naked Singularity	5.00	7.00
Nature's Lore	1.50	2.50
Necropotence	5.00	7.00
Norritt	.15	.40
Oath of Lim-Dûl	4.00	6.00
Onyx Talisman	1.50	2.50
Orcish Cannoneers	1.50	2.50
Orcish Conscripts	.15	.40
Orcish Farmer	.15	.40
Orcish Healer	1.50	2.50
Orcish Librarian	4.00	6.00
Orcish Lumberjack	.15	.40
Orcish Squatters	4.00	6.00
Order of the Sacred Torch	5.00	7.00
Order of the White Shield	2.00	3.00
Pale Bears	3.00	5.00
Panic	.15	.40
Pentagram of the Ages	6.00	8.00
Pestilence Rats	.15	.40
Phantasmal Mount	2.00	3.00
Pit Trap	1.50	2.50
Plains	.05	.10
Polar Kraken	7.00	10.00
Portent	.15	.40
Power Sink	.15	.40
Pox	5.00	7.00
Prismatic Ward	.15	.40
Pygmy Allosaurus	4.00	6.00
Pyknite	.15	.40
Pyroblast	.15	.40
Pyrodasm	2.00	3.00
Rally	.15	.40
Ray of Command	.15	.40
Ray of Erasure	.15	.40
Reality Twist	5.00	8.00
Reclamation	4.00	6.00
Red Scarab	1.50	2.50
Regeneration	.15	.40
Rime Dryad	.15	.40
Ritual of Subdual	5.00	7.00
River Delta	4.00	6.00
Runed Arch	5.00	7.00
Sabretooth Tiger	.15	.40
Sacred Boon	1.50	2.50
Scaled Wurm	.15	.40
Sea Spirit	2.00	3.00
Seizures	.15	.40
Seraph	9.00	12.00
Shambling Strider	.15	.40
Shatter	.15	.40
Shield Bearer	.15	.40
Shield of the Ages	1.50	2.50
Shyft	5.00	7.00
Sibilant Spirit	5.00	7.00
Silver Erne	2.00	3.00
Skeleton Ship	5.00	7.00
Skull Catapult	2.00	3.00
Sleight of Mind	2.50	3.50
Snow-Covered Forest	.15	.40
Snow-Covered Island	.15	.40
Snow-Covered Mountain	.15	.40
Snow-Covered Plains	.15	.40
Snow-Covered Swamp	.15	.40
Snow Devil	.15	.40
Snow Fortress	5.00	7.00
Snow Hound	1.50	2.50
Snowblind	4.00	6.00
Snowfall	.15	.40
Soldevi Golem	4.00	6.00
Soldevi Machinist	1.50	2.50
Soldevi Simulacrum	1.50	2.50
Songs of the Damned	.15	.40
Soul Barrier	1.50	2.50
Soul Burn	.15	.40
Soul Kiss	.15	.40
Spectral Shield	2.00	3.00
Spoils of Evil	4.00	6.00
Spoils of War	5.00	7.00
Staff of the Ages	4.00	6.00
Stampede	5.00	7.00
Stench of Evil	2.00	3.00
Stone Rain	.15	.40
Stone Spirit	1.50	2.50
Stonehands	.15	.40
Storm Spirit	5.00	7.00
Stormbind	5.00	7.00
Stromgald Cabal	4.00	6.00
Stunted Growth	4.00	6.00
Sulfurous Springs	4.00	6.00
Sunstone	1.50	2.50
Swamp	.05	.10
Swords to Plowshares	1.50	2.50
Tarpan	.15	.40
Thermokarst	1.50	2.50
Thoughtleech	1.50	2.50
Thunder Wall	2.00	3.00
Timberline Ridge	4.00	6.00
Time Bomb	5.00	7.00
Tinder Wall	.15	.40
Tor Giant	.15	.40
Total War	4.00	6.00
Touch of Death	.15	.40
Touch of Vitae	1.50	2.50
Trailblazer	4.00	6.00
Underground River	4.00	6.00
Updraft	1.50	2.50
Urza's Bauble	1.50	2.50
Veldt	4.00	6.00
Venemous Breath	1.50	2.50
Vertigo	1.50	2.50
Vexing Arcanix	5.00	8.00
Vibrating Sphere	4.00	6.00
Walking Wall	2.50	3.50
Wall of Lava	2.50	3.50
Wall of Pine Needles	2.00	3.00
Wall of Shields	2.00	3.00
War Chariot	2.00	3.00
Warning	.15	.40
Whalebone Glider	1.50	2.50
White Scarab	1.50	2.50
Whiteout	2.00	3.00
Wiitigo	5.00	7.00
Wild Growth	.15	.40
Wind Spirit	2.00	3.00
Wings of Aesthir	2.00	3.00
Winter's Chill	4.00	7.00
Withering Wisps	1.50	2.50
Woolly Mammoths	.15	.40
Woolly Spider	.15	.40
Word of Blasting	1.50	2.50
Word of Undoing	.15	.40
Wrath of Marit Lage	4.00	6.00
Yavimaya Gnats	2.00	3.00
Zur's Weirding	4.00	6.00
Zuran Enchanter	.15	.40
Zuran Orb	3.00	5.00
Zuran Spellcaster	.15	.40

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	$70.00	100.00
Booster Pack (12 cards)	1.75	2.50
Booster Box (45 packs)	75.00	110.00

Name	Low	High
Abu Ja'far	1.00	2.00
Active Volcano	.15	.40
Akron Legionnaire	2.50	3.50
Aladdin	4.00	6.00
Angelic Voices	3.00	5.00
Arcades Sabboth	5.00	8.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	.15	.40
Ashnod's Altar	.25	.75
Ashnod's Transmogrant	.25	.75
Axelrod Gunnarson	3.00	5.00
Ayesha Tanaka	2.00	3.00
Azure Drake	.75	1.50
Banshee	.25	.75
Barl's Cage	1.50	2.50
Beasts of Bogardan	.75	1.50
Blood of the Martyr	.25	.75
Blood Moon	4.00	6.00
Bog Rats	.15	.40
Book of Rass	1.50	2.50
Boomerang	.15	.40
Bronze Horse	2.00	3.00
Cat Warriors	.15	.40
Chromium	5.00	8.00
City of Brass	5.00	8.00
Cocoon	1.50	2.50
Concordant Crossroads	4.00	6.00
Craw Giant	2.00	3.00
Cuombajj Witches	.15	.40
Cyclone	2.00	4.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

★	D'Avenant Archer	.25	.75
	Dakkon Blackblade	5.00	8.00
★	Dance of Many	2.00	3.00
	Dandan	.15	.40
❑	Divine Offering	.15	.40
	Emerald Dragonfly	.15	.40
	Enchantment Alteration	.25	.75
	Erhnam Djinn	3.00	5.00
	Fallen, The	.75	1.50
	Fallen Angel	2.00	3.00
	Feldon's Cane	.50	1.00
	Fire Drake	.75	1.50
	Fishliver Oil	.15	.40
	Flash Flood	.15	.40
	Fountain of Youth	.25	.75
	Gabriel Angelfire	4.00	6.00
★	Gauntlets of Chaos	4.00	6.00
	Ghazban Ogre	.15	.40
	Giant Slug	.15	.40
	Goblin Artisans	.25	.75
	Goblin Digging Team	.15	.40
	Goblin Shrine	.15	.40
	Goblins of the Flarg	.15	.40
	Hasran Ogress	.15	.40
★	Hell's Caretaker	5.00	7.00
★	Horn of Deafening	2.50	4.00
❑	Indestructible Aura	.15	.40
○	Ivory Guardians	.75	1.50
★	Jalum Tome	1.00	2.00
★	Jeweled Bird	1.00	2.00
	Johan	5.00	7.00
★	Juxtapose	2.50	3.50
❑	Keepers of the Faith	.15	.40
	Kei Takahashi	.50	1.00
★	Land's Edge	4.00	6.00
	Living Armor	.75	1.50
	Marhault Elsdragon	.75	1.50
	Metamorphosis	.15	.40
	Mountain Yeti	.15	.40
	Nebuchadnezzar	4.00	6.00
	Nicol Bolas	5.00	7.00
★	Obelisk of Undoing	3.00	5.00
	Palladia-Mors	5.00	7.00
☆	Petra Sphynx	2.50	4.00
	Primordial Ooze	.75	1.50
	Puppet Master	.75	1.50
	Rabid Wombat	1.50	2.50
★	Rakalite	1.50	2.50
	Recall	3.00	5.00
	Remove Soul	.15	.40
❑	Repentant Blacksmith	.15	.40
★	Revelation	2.50	4.00
	Rubinia Soulsinger	4.00	6.00
	Runesword	.25	.75
★	Safe Haven	1.50	2.50
	Scavenger Folk	.15	.40
★	Sentinel	2.50	4.00
★	Serpent Generator	4.00	6.00
○	Shield Wall	.75	1.50
	Shimian Night Stalker	.75	1.50
	Sivitri Scarzam	.50	1.00
	Sol'kanar the Swamp King	5.00	7.00
	Stangg	3.00	5.00
	Storm Seeker	1.50	2.50
	Takklemaggot	1.50	2.50
★	Teleport	2.00	4.00
	Tobias Andrion	.50	1.00
	Tor Wauki	.50	1.00
	Tormod's Crypt	.25	.75
	Transmutation	.15	.40
★	Triassic Egg	3.00	4.00
	Urza's Mine (4 versions)	.15	.40
	Urza's Power Plant (4 ver.)	.15	.40
	Urza's Tower (4 versions)	.15	.40
	Vaevictis Asmadi	5.00	7.00
★	Voodoo Doll	2.50	4.00
	Wall of Heat	.15	.40
	Wall of Opposition	.75	1.50
	Wall of Shadows	.15	.40
	Wall of Vapor	.15	.40
	Wall of Wonder	.75	1.50
❑	War Elephant	.15	.40
○	Witch Hunter	1.50	3.00
★	Wretched, The	5.00	7.00
	Xira Arien	2.50	4.00
★	Yawgmoth Demon	3.00	5.00

HOMELANDS

WIZARDS OF THE COAST- 1995

Full Set (140 cards)	$120.00	160.00
Booster Pack (8 cards)	1.75	2.75
Booster Box (60 packs)	90.00	150.00

	Name	Low	High
○	Abbey Gargoyles	1.00	2.00
❑	Abbey Matron (ver. 1)	.15	.50
❑	Abbey Matron (ver. 2)	.15	.50
★	Aether Storm	2.00	3.00
	Aliban's Tower (ver. 1)	.15	.50
	Aliban's Tower (ver. 2)	.15	.50
	Ambush	.15	.50
	Ambush Party (ver. 1)	.15	.50
	Ambush Party (ver. 2)	.15	.50
	An-Havva Constable	2.00	4.00
	An-Havva Inn	1.00	2.00
★	An-Havva Township	2.00	4.00
★	An-Zerrin Ruins	3.00	5.00
★	Anaba Ancestor	2.00	4.00
	Anaba Bodyguard (ver.1)	.15	.50
	Anaba Bodyguard (ver.2)	.15	.50
	Anaba Shaman (ver. 1)	.15	.50
★	Anaba Shaman (ver. 2)	.15	.50
	Anaba Spirit Crafter	2.00	4.00
★	Apocalypse Chime	4.00	6.00
	Autumn Willow	7.00	12.00
	Aysen Abbey	2.00	4.00
❑	Aysen Bureaucrats (ver.1)	.15	.50
❑	Aysen Bureaucrats (ver.2)	.15	.50
☆	Aysen Crusader	3.00	5.00
☆	Aysen Highway	3.00	5.00
★	Baki's Curse	2.00	4.00
★	Baron Sengir	7.00	12.00
☆	Beast Walkers	3.00	5.00
★	Black Carriage	3.00	5.00
★	Broken Visage	3.00	5.00
	Carapace (ver. 1)	.15	.50
	Carapace (ver. 2)	.15	.50
	Castle Sengir	3.00	5.00
	Cemetery Gate (ver. 1)	.15	.50
	Cemetery Gate (ver. 2)	.15	.50
★	Chain Stasis	3.00	5.00
	Chandler	.15	.50
	Clockwork Gnomes	.15	.50
	Clockwork Steed	.15	.50
	Clockwork Swarm	.15	.50
	Coral Reef	.15	.50
	Dark Maze (ver. 1)	.15	.50
	Dark Maze (ver. 2)	.15	.50
★	Daughter of Autumn	3.00	6.00
○	Death Speakers	2.00	3.00
★	Didgeridoo	3.00	5.00
	Drudge Spell	1.00	2.00
	Dry Spell (ver. 1)	.15	.50
	Dry Spell (ver. 2)	.15	.50
★	Dwarven Pony	2.00	4.00
★	Dwarven Sea Clan	3.00	5.00
	Dwarven Trader (ver. 1)	.15	.50
	Dwarven Trader (ver. 2)	.15	.50
	Ebony Rhino	.15	.50
	Eron the Relentless	4.00	6.00
	Evaporate	1.00	2.00
★	Faerie Noble	3.00	5.00
	Feast of the Unicorn (ver. 1)	.15	.50
	Feast of the Unicorn (ver. 2)	.15	.50
	Feroz's Ban	3.00	5.00
	Folk of An-Havva (ver. 1)	.15	.50
	Folk of An-Havva (ver. 2)	.15	.50
★	Forget	2.00	4.00
	Funeral March	.15	.50
	Ghost Hounds	2.00	3.00
	Giant Albatross (ver. 1)	.15	.50
	Giant Albatross (ver. 2)	.15	.50
	Giant Oyster	2.00	4.00
★	Grandmother Sengir	4.00	7.00
	Greater Werewolf	.15	.50
☆	Hazduhr the Abbot	3.00	5.00
	Headstone	.15	.50
★	Heart Wolf	3.00	5.00
	Hungry Mist (ver. 1)	.15	.50
	Hungry Mist (ver. 2)	.15	.50
★	Ihsan's Shade	2.00	3.00
	Irini Sengir	2.00	3.00
★	Ironclaw Curse	2.00	4.00
	Jinx	.15	.50
	Joven	.15	.50
	Joven's Ferrets	.15	.50
☆	Joven's Tools	3.00	5.00
★	Koskun Falls	2.00	4.00
	Koskun Keep	3.00	5.00
	Labyrinth Minotaur (ver. 1)	.15	.50
	Labyrinth Minotaur (ver. 2)	.15	.50
	Leaping Lizard	.15	.50
☆	Leeches	3.00	5.00
★	Mammoth Harness	2.00	4.00
★	Marjhan	4.00	6.00
	Memory Lapse (ver. 1)	.15	.50

Helm of Obedience
Artifact
X, 6: Put the top card of target opponent's library into his or her graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever comes first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature onto play under your control as though it were just cast. X cannot be equal to 0.

TOP TEN HOTTEST CARDS

2) Helm of Obedience

Hello! A pumpable Millstone that when it happens across a creature hiding in your opponent's library, grabs 'im and puts the little bugger under your control with no strings attached. Ooookay...makes us wonder what's at No. 1.

	Memory Lapse (ver. 2)	.15	.50
	Merchant Scroll	.15	.50
❑	Mesa Falcon (ver. 1)	.15	.50
❑	Mesa Falcon (ver. 2)	.15	.50
★	Mystic Decree	4.00	6.00
★	Narwhal	3.00	5.00
	Orcish Mine	2.00	3.00
★	Primal Order	7.00	10.00
❑	Prophecy	.15	.50
○	Rashka the Slayer	1.50	2.50
	Reef Pirates (ver. 1)	.15	.50
	Reef Pirates (ver. 2)	.15	.50
	Renewal	.15	.50
	Retribution	1.50	2.50
★	Reyeka, Wizard Savant	3.00	5.00
	Root Spider	2.00	3.00
	Roots	2.00	3.00
	Roterothopter	.15	.50
★	Rysorian Badger	3.00	5.00
❑	Samite Alchemist (ver. 1)	.15	.50
❑	Samite Alchemist (ver. 2)	.15	.50
	Sea Sprite	1.00	2.00
	Sea Troll	1.00	2.00
★	Sengir Autocrat	5.00	7.00
	Sengir Bats (ver. 1)	.15	.50
	Sengir Bats (ver. 2)	.15	.50
☆	Serra Aviary	5.00	7.00
❑	Serra Bestiary	.15	.50
○	Serra Inquisitors	1.00	2.00
❑	Serra Paladin	.15	.50
	Serrated Arrows	.15	.50
	Shrink (ver. 1)	.15	.50
	Shrink (ver. 2)	.15	.50
☆	Soraya the Falconer	3.00	5.00
	Spectral Bears	2.00	3.00
★	Timmerian Fiends	3.00	5.00
	Torture (ver. 1)	.15	.50
	Torture (ver. 2)	.15	.50
❑	Trade Caravan (ver. 1)	.15	.50
❑	Trade Caravan (ver. 2)	.15	.50
☆	Truce	3.00	5.00
★	Veldrane of Sengir	3.00	5.00
★	Wall of Kelp	3.00	5.00
	Willow Faerie (ver. 1)	.15	.50
	Willow Faerie (ver. 2)	.15	.50
★	Willow Priestess	3.00	5.00
★	Winter Sky	3.00	5.00
	Wizards' School	2.00	4.00

ALLIANCES

WIZARDS OF THE COAST- 1996

Full Set (199 cards)	$140.00	180.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	75.00	90.00

	Name	Low	High
	Aesthir Glider (ver 1)	.10	.25
	Aesthir Glider (ver 2)	.10	.25
	Agent of Stromgald (ver 1)	.10	.25
	Agent of Stromgald (ver 2)	.10	.25
	Arcane Denial (ver 1)	.10	.25
	Arcane Denial (ver 2)	.10	.25
★	Ashnod's Cylix	7.00	9.00
	Astrolabe (ver 1)	.10	.25
	Astrolabe (ver 2)	.10	.25
	Awesome Presence (ver 1)	.10	.25
	Awesome Presence (ver 2)	.10	.25
	Balduvian Dead	.75	1.50
★	Balduvian Horde	15.00	20.00
★	Balduvian Trading Post	4.00	6.00
	Balduvian War-Makers (ver 1)	.10	.25
	Balduvian War-Makers (ver 2)	.10	.25
	Benthic Explorers (ver 1)	.10	.25
	Benthic Explorers (ver 2)	.10	.25
	Bestial Fury (ver 1)	.10	.25
	Bestial Fury (ver 2)	.10	.25
	Bounty of the Hunt	.75	1.50
	Browse	1.00	2.00
	Burnout	.75	1.50
❑	Carrier Pigeons (ver 1)	.10	.25
❑	Carrier Pigeons (ver 2)	.10	.25
	Casting of Bones (ver 1)	.10	.25
	Casting of Bones (ver 2)	.10	.25
★	Chaos Harlequin	2.00	3.00
	Contagion	.75	1.50
	Deadly Insects (ver 1)	.50	1.00
	Deadly Insects (ver 2)	.50	1.00
	Death Spark	.75	1.50
	Diminishing Returns	8.00	12.00
	Diseased Vermin	.75	1.50
★	Dystopia	3.00	4.00
	Elvish Bard	1.00	2.00
	Elvish Ranger (ver 1)	.10	.25
	Elvish Ranger (ver 2)	.10	.25
	Elvish Spirit Guide	1.00	2.00
	Energy Arc	.75	1.50
	Enslaved Scout (ver 1)	.10	.25
	Enslaved Scout (ver 2)	.10	.25
❑	Errand of Duty (ver 1)	.10	.25
❑	Errand of Duty (ver 2)	.10	.25
☆	Exile	4.00	6.00
	False Demise (ver 1)	.25	.50
	False Demise (ver 2)	.25	.50
★	Fatal Lore	3.00	4.00
	Feast or Famine (ver 1)	.25	.50
	Feast or Famine (ver 2)	.25	.50
	Fevered Strength (ver 1)	.10	.25
	Fevered Strength (ver 2)	.10	.25
	Floodwater Dam	3.00	4.00
	Force of Will	3.00	5.00
	Foresight (ver 1)	.10	.25
	Foresight (ver 2)	.10	.25
	Fyndhorn Druid (ver 1)	.10	.25
	Fyndhorn Druid (ver 2)	.10	.25
	Gargantuan Gorilla	8.00	10.00
	Gift of the Woods (ver 1)	.10	.25
	Gift of the Woods (ver 2)	.10	.25
	Gorilla Berserkers (ver 1)	.40	1.00
	Gorilla Berserkers (ver 2)	.40	1.00
	Gorilla Chieftain (ver 1)	.10	.25
	Gorilla Chieftain (ver 2)	.10	.25
	Gorilla Shaman (ver 1)	.25	.50
	Gorilla Shaman (ver 2)	.25	.50
	Gorilla War Cry (ver 1)	.10	.25
	Gorilla War Cry (ver 2)	.10	.25
	Guerrilla Tactics (ver 1)	.10	.25
	Guerrilla Tactics (ver 2)	.10	.25
☆	Gustha's Scepter	4.00	6.00
	Hail Storm	.75	1.50
★	Heart of Yavimaya	5.00	7.00
☆	Helm of Obedience	10.00	15.00
○	Inheritance	1.00	2.00
	Insidious Bookworms (ver 1)	.10	.25
	Insidious Bookworms (ver 2)	.10	.25
☆	Ivory Gargoyle	3.00	4.00
○	Juniper Order Advocate	.75	1.50
	Kaysa	5.00	7.00
★	Keeper of Tresserhorn	5.00	7.00
❑	Kjeldoran Escort (ver 1)	.10	.25
❑	Kjeldoran Escort (ver 2)	.10	.25
○	Kjeldoran Home Guard	.75	1.50
★	Kjeldoran Outpost	8.00	10.00
❑	Kjeldoran Pride (ver 1)	.10	.25
❑	Kjeldoran Pride (ver 2)	.10	.25
★	Krovikan Horror	2.00	3.00
○	Krovikan Plague	.75	1.50
★	Lake of the Dead	8.00	10.00
	Lat-Nam's Legacy (ver 1)	.10	.25
	Lat-Nam's Legacy (ver 2)	.10	.25
	Library of Lat-Nam	8.00	12.00
	Lim-Dûl's High Guard (ver 1)	.10	.25
	Lim-Dûl's High Guard (ver 2)	.10	.25
	Lim-Dûl's Paladin	2.00	3.00

Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON ★ RARE

Lim-Dûl's Vault	2.00	3.00
Lodestone Bauble	8.00	10.00
Lord of Tresserhorn	8.00	12.00
Martyrdom (ver 1)	.10	.25
Martyrdom (ver 2)	.10	.25
Misfortune	3.00	4.00
Mishra's Groundbreaker	.50	1.00
Misinformation	1.00	3.00
Mystic Compass	.50	1.00
Nature's Blessing	.75	1.50
Nature's Chosen	.75	1.50
Nature's Wrath	3.00	4.00
Noble Steeds (ver 1)	.10	.25
Noble Steeds (ver 2)	.10	.25
Omen of Fire	3.00	4.00
Phantasmal Fiend (ver 1)	.10	.25
Phantasmal Fiend (ver 2)	.10	.25
Phantasmal Sphere	2.00	3.00
Pheldagriff	3.00	5.00
Phyrexian Boon (ver 1)	.10	.25
Phyrexian Boon (ver 2)	.10	.25
Phyrexian Devourer	2.00	3.00
Phyrexian Portal	2.00	3.00
Phyrexian War Beast (ver 1)	.10	.25
Phyrexian War Beast (ver 2)	.10	.25
Pillage	2.00	3.00
Primitive Justice	.75	1.50
Pyrokinesis	.75	1.50
Reinforcements (ver 1)	.10	.25
Reinforcements (ver 2)	.10	.25
Reprisal (ver 1)	.75	1.50
Reprisal (ver 2)	.75	1.50
Ritual of the Machine	7.00	9.00
Rogue Skycaptain	3.00	4.00
Royal Decree	3.00	4.00
Royal Herbalist (ver 1)	.10	.25
Royal Herbalist (ver 2)	.10	.25
Scarab of the Unseen	.50	1.00
Scars of the Veteran	.75	1.50
School of the Unseen	.75	1.50
Seasoned Tactician	.75	1.50
Sheltered Valley	2.00	3.00
Shield Sphere	.75	1.50
Sol Grail	2.00	3.00
Soldevi Adnate (ver 1)	.10	.25
Soldevi Adnate (ver 2)	.10	.25
Soldevi Digger	6.00	8.00
Soldevi Excavations	4.00	6.00

Balduvian Horde
2
Summon Barbarians
When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde.
"Peace will come only when we have taken Varchild's head."
—Louisa Coldeyes, Balduvian Chieftain
Mike Kimball Quarterly
5/5

TOP TEN HOTTEST CARDS

1) Balduvian Horde

What's this, a sunburned Juzam? With a four casting cost, 5/5 power/toughness and the only drawback being that you lose a card at random when he's cast, the Horde gives the Shivan a run for its money as red's badboy. Hmm, wonder if anyone's tried a red/green, speed/big creature deck...

Soldevi Heretic (ver 1)	.10	.25
Soldevi Heretic (ver 2)	.10	.25
Soldevi Sage (ver 1)	.10	.25
Soldevi Sage (ver 2)	.10	.25
Soldevi Sentry (ver 1)	.10	.25
Soldevi Sentry (ver 2)	.10	.25
Soldevi Steam Beast (ver 1)	.10	.25
Soldevi Steam Beast (ver 2)	.10	.25
Soldier of Fortune	.75	1.50
Spiny Starfish	.50	1.00
Splintering Wind	2.00	3.00
Stench of Decay (ver 1)	.10	.25
Stench of Decay (ver 2)	.10	.25
Storm Cauldron	4.00	6.00
Storm Crow (ver 1)	.10	.25
Storm Crow (ver 2)	.10	.25
Storm Elemental	1.00	3.00
Storm Shaman (ver 1)	.10	.25
Storm Shaman (ver 2)	.10	.25
Stromgald Spy	.75	1.50
Suffocation	.75	1.50
Surge of Strength	.75	1.50
Sustaining Spirit	5.00	7.00
Swamp Mosquito (ver 1)	.10	.25
Swamp Mosquito (ver 2)	.10	.25
Sworn Defender	2.00	3.00
Taste of Paradise (ver 1)	.10	.25
Taste of Paradise (ver 2)	.10	.25
Thawing Glaciers	4.00	6.00
Thought Lash	2.00	3.00
Tidal Control	2.00	3.00
Tornado	1.00	3.00
Undergrowth (ver 1)	.10	.25
Undergrowth (ver 2)	.10	.25
Unlikely Alliance	.75	1.50
Urza's Engine	1.00	3.00
Varchild's Crusader (ver 1)	.10	.25
Varchild's Crusader (ver 2)	.10	.25
Varchild's War-Riders	6.00	8.00
Veteran's Voice (ver 1)	.10	.25
Veteran's Voice (ver 2)	.10	.25
Viscerid Armor (ver 1)	.10	.25
Viscerid Armor (ver 2)	.10	.25
Viscerid Drone	.75	1.50
Wandering Mage	3.00	4.00
Whip Vine (ver 1)	.10	.25
Whip Vine (ver 2)	.10	.25
Whirling Catapult	1.00	3.00
Wild Aesthir (ver 1)	.10	.25
Wild Aesthir (ver 2)	.10	.25
Winter's Night	2.00	3.00
Yavimaya Ancients (ver 1)	.10	.25
Yavimaya Ancients (ver 2)	.10	.25
Yavimaya Ants	3.00	4.00

SPECIAL OFFERS

Arena	7.00	10.00
Giant Badger	6.00	10.00
Mana Crypt	15.00	25.00
Nalathni Dragon	6.00	10.00
Sewers of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

FACTORY SETS

M:TG Beta Factory Set (363 cards) ..... $200.00 ... 250.00

This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards) ..... $275.00 ... 350.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Editon" on them. Cards are also not tournament legal. 5,000 printed.

M:TG Revised Boxed Set..... $20.00 ... 25.00

This set contains two 60-card Revised starter decks, 30 counters and a Revised checklist

M:TG Pro Tour Collector Set ... $100.00 ... 125.00

This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.

WENT UP | WENT DOWN | HEAVILY TRADED

INQUEST INDEX

The following is an index of all the checklists and players guides we've featured in *InQuest* since our inception.

CHECKLISTS

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INQUEST price guide

BATTLELORDS
MILLENIUM GAMES–1995
Full Set (335 cards including 4 chase cards) ... •
Starter Deck (60 cards) ... 8.00 ... 10.00
Starter Box (10 decks) ... 70.00 ... 90.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 70.00 ... 85.00

BLOOD WARS
TSR–1995
Full Set (334 cards including 34 booster-exclusive Rebels & Reinforcements cards) $275.00 ... 350.00
Starter Deck (50 cards) ... 8.00 ... 10.00
Starter Box (6 dual decks) ... 75.00 ... 100.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 70.00 ... 85.00

Assassination Plot	R	5.00	8.00
Chaos Beast	R	4.00	6.00
Lady of Pain	R	25.00	35.00
Shield Maidens of Odin	R	4.00	6.00
Tiamat	R	5.00	8.00

FACTOLS AND FACTIONS
TSR–1995
Full Set (134 cards) ... $40.00 ... 60.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 70.00 ... 80.00

PROXIES & POWERS
TSR–1995
Full Set (134 cards) ... $40.00 ... 60.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 70.00 ... 85.00

CROW, THE
HEARTBREAKER HOBBIES–1995
Full Set (122 cards including 10 chase cards) ... $125.00 ... 175.00
Booster Pack (15 cards) ... 2.75 ... 3.25
Booster Box (36 packs) ... 90.00 ... 110.00

DIXIE
COLUMBIA GAMES–1995
Full Set (200 cards) ... $50.00 ... 70.00
Starter Deck (60 cards) ... 7.00 ... 10.00
Starter Box (12 decks) ... 70.00 ... 100.00

SHILOH EXPANSION
COLUMBIA GAMES–1995
Full Set (400 cards) ... $70.00 ... 90.00
Starter Deck (60 cards) ... 8.00 ... 10.00
Starter Box (12 decks) ... 95.00 ... 110.00

AGENT NICK MICHAELS
PERSONALITY
Agent Michaels is considered a member of all five organizations but the Brotherhoods. He may never lose Cartel affiliation, nor may he ever become a Heretic.

DOOMTROOPER- AGENT NICK MICHAELS

DOOMTROOPER
HEARTBREAKER–1995
Full Limited Edition Set (340 cards) ... $400.00 ... 500.00
Full Unlimited Edition Set (339 cards) ... 250.00 ... 350.00
Starter Deck (60 cards) ... 7.00 ... 9.00
Starter Box (10 decks) ... 70.00 ... 85.00
Booster Pack (15 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 70.00 ... 85.00

Unlimited & Limited cards are same value.

Alakhai the Cunning	R	7.00	10.00
Cardinal Dominic	R	7.00	10.00
Crenshaw the Mortificator	R	7.00	10.00
Nimrod Autocannon	R	5.00	8.00
Personal Anti-Personnel Mines	R	7.00	10.00

INQUISITION EXPANSION
HEARTBREAKER–1995
Full Set (175 cards) ... $175.00 ... 225.00
Booster Pack (8 cards) ... 2.00 ... 2.50
Booster Box (60 packs) ... 95.00 ... 130.00

WARZONE EXPANSION
HEARTBREAKER–1995
Full Set (131 cards) ... $125.00 ... 160.00
Booster Pack (8 cards) ... 2.00 ... 2.50
Booster Box (60 packs) ... 95.00 ... 130.00

MORTIFICATOR EXPANSION
HEARTBREAKER–1996
Full Set (122 cards) ... $125.00 ... 160.00
Booster Pack (8 cards) ... 2.00 ... 2.50
Booster Box (60 packs) ... 95.00 ... 130.00

DRAGON DICE
TSR, INC.–1995
Full Set (86 dice) ... $100.00 ... 150.00
Starter Game (18 dice) ... 10.00 ... 13.00
Starter Box (12 games) ... 115.00 ... 140.00
Dragon Shield (50 spell cards) ... 10.00 ... 13.00
Battle Ground (1 mat) ... 10.00 ... 13.00
Unlisted Common dice ... .20 ... .40
Unlisted Uncommon dice ... .75 ... 1.50
Unlisted Rare dice ... 1.50 ... 2.50

Assassin	R	2.00	4.00
Black Dragon: Drake	R	2.00	4.00
Black Dragon: Wyrm	R	2.00	4.00
Blue Dragon: Drake	R	2.00	4.00
Blue Dragon: Wyrm	R	2.00	4.00
Champion	R	2.00	4.00
Conjuror	U	1.50	3.00
Conqueror	R	2.00	4.00
Crack-Shot	R	2.00	4.00
Deadeye	R	2.00	4.00
Death Mage	R	3.00	5.00
Eagle Knight	R	2.00	4.00
Enchanter	R	3.00	5.00
Filcher	R	2.00	4.00
Hedge Wizard	U	1.50	2.50
Herald	R	2.00	4.00
Infiltrator	R	2.00	4.00
Leopard Rider	R	2.00	4.00
Mammoth Rider	R	2.00	4.00
Marauder	R	2.00	4.00
Necromancer	R	3.00	5.00
Red Dragon: Drake	R	2.00	4.00
Red Dragon: Wyrm	R	2.00	4.00
Sharpshooter	R	2.00	4.00
Skirmisher	R	2.00	4.00
Thaumaturgist	U	1.50	2.50
Warlord	R	2.00	4.00
Wizard	R	3.00	5.00
Wyvern Rider	R	2.00	4.00

Promo Dice

Dragonlord	R	10.00	15.00
Dragonmaster	R	15.00	20.00
Kings Die	R	10.00	15.00

DRAGON DICE: MONSTERS & AMAZONS EXPANSION
TSR–1996
Full Set (35 dice) ... $100.00 ... 150.00
Kicker Pack (8 dice) ... 6.00 ... 7.00
Kicker Box (12 packs) ... 70.00 ... 80.00
Unlisted Common dice ... .25 ... .50
Unlisted Uncommon dice ... 1.50 ... 2.50
Unlisted Rare dice ... 3.00 ... 5.00

Beholder	R	4.00	6.00
Centaur	R	4.00	6.00
Chimera	R	4.00	6.00
Hydra	R	4.00	6.00
Medusa	R	4.00	6.00
Oracle	R	4.00	6.00
Visionary	U	2.00	3.00

DRAGON DICE: FIREWALKERS EXPANSION
TSR–1996
Full Set (46 dice) ... $110.00 ... 160.00
Kicker Pack (8 dice) ... 6.00 ... 7.00
Kicker Box (12 packs) ... 70.00 ... 80.00
Unlisted Common dice ... .25 ... .50
Unlisted Uncommon dice ... 1.50 ... 2.50

Ashbringer	R	3.00	5.00
Daybringer	R	3.00	5.00
Expeditioner	R	3.00	5.00
Fireshadow	C	1.50	2.50
Firestormer	R	3.00	5.00
Genie	U	3.00	5.00
Gorgon	C	1.50	2.50
Phoenix	R	7.00	10.00
Salamander	U	3.00	5.00
Sentinel	R	3.00	5.00

EAGLES: WATERLOO–1815
COLUMBIA GAMES–1995
Full Bronze Set (300 cards) ... $100.00 ... 150.00
Full Silver Set (300 cards) ... 250.00 ... 350.00
Full Gold Set (300 cards) ... 500.00 ... 700.00
Starter Deck (60 cards) ... 7.00 ... 10.00
Starter Box (12 decks) ... 75.00 ... 110.00

ECHELONS OF FIRE/FURY
MEDALLION SIMULATIONS–1995/96
Full *Fire* Set (69 cards) ... $30.00 ... 50.00
Full *Fire* 2nd Ed. Set (93 cards) ... 70.00 ... 110.00
Fire Starter Deck (65 cards) ... 8.00 ... 10.00
Fire Starter Box (10 decks) ... 75.00 ... 100.00
Fire Booster Pack (15 cards) ... 2.50 ... 3.00
Fire Booster Box (36 packs) ... 85.00 ... 110.00
Full *Fury* Set (62 cards) ... 30.00 ... 50.00
Full *Fury* 2nd Ed. Set (94 cards) ... 70.00 ... 100.00
Fury Starter Deck (65 cards) ... 8.00 ... 12.00
Fury Starter Box (10 decks) ... 75.00 ... 100.00
Fury Booster Pack (15 cards) ... 2.50 ... 3.00
Fury Booster Box (36 packs) ... 85.00 ... 110.00

FANTASY ADVENTURES
MAYFAIR–1996
Full Set (450 cards) ... $300.00 ... 350.00
Starter Dual Deck (100 fixed cards) 14.00 ... 16.00
Starter Box (6 dual decks) ... 80.00 ... 90.00
Booster Pack (15 cards) ... 2.25 ... 3.00
Booster Box (36 packs) ... 70.00 ... 90.00

FASTBREAK
WILDSTORM–1996
Full Set (308 cards including 8 chase cards) ... •
Starter Deck (60 cards) ... 7.00 ... 9.00
Starter Box (10 decks) ... 65.00 ... 80.00
Booster Pack (12 cards) ... 2.00 ... 2.50
Booster Box (36 packs) ... 65.00 ... 75.00

FLIGHTS OF FANTASY
DESTINI PRODUCTIONS–1994
Full Set (108 cards) ... $25.00 ... 50.00
Booster Pack (10 cards) ... 1.75 ... 2.50
Booster Box (36 packs) ... 60.00 ... 80.00

GALACTIC EMPIRES
COMPANION GAMES–1995
Full Alpha Set (90 cards) ... $200.00 ... 300.00
Full Beta Set (91 cards) ... 125.00 ... 200.00
Full Primary Edition Set (445 cards including 9 chase cards) ... 165.00 ... 200.00
Primary Starter Deck (55 cards) ... 8.00 ... 10.00
Primary Starter Box (8 decks) ... 60.00 ... 75.00
Full Universe Ed. Set (564 cards including 10 chase cards) ... 175.00 ... 250.00
Universe Starter Deck (100 cards) 12.00 ... 13.00
Universe Starter Box (8 decks) 85.00 ... 100.00
Universe Booster Pack (14 cards) 2.25 ... 2.50
Universe Booster Box (36 packs) 75.00 ... 85.00

Dragon Hatching	R	4.00	6.00
Dragon Lair	R	4.00	6.00
Moon Dragoness	R	5.00	8.00
Monster Overstrike	R	3.00	5.00
Scintillating Dragoness	R	3.00	5.00

NEW EMPIRES EXPANSION
COMPANION GAMES–1995
Full Set (210 cards including 10 chase cards) ... $75.00 ... 125.00
Booster Pack (12 cards) ... 2.00 ... 2.25
Booster Box (36 packs) ... 70.00 ... 80.00

POWERS OF THE MIND EXPANSION
COMPANION GAMES–1995
Full Set (152 cards including 4 chase cards) ... $70.00 ... 100.00
Booster Pack (12 cards) ... 2.00 ... 2.25
Booster Box (36 packs) ... 70.00 ... 80.00

TIME GATES EXPANSION
COMPANION GAMES–1995
Full Set (157 cards includings 4 chase cards) ... $70.00 ... 100.00
Booster Pack (12 cards) ... 2.00 ... 2.25
Booster Box (36 packs) ... 70.00 ... 80.00

ADVANCED TECHNOLOGIES EXPANSION
COMPANION GAMES–1996
Full Set (152 cards including 6 chase cards) ... $70.00 ... 100.00
Booster Pack (12 cards) ... 2.25 ... 2.50
Booster Box (36 packs) ... 75.00 ... 85.00

PIRACY EXPANSION
COMPANION GAMES–1996
Full Set (152 cardsincluding 5 chase cards) ... $70.00 ... 100.00
Booster Pack (6 cards) ... .90 ... 1.25
Booster Box (80 packs) ... 70.00 ... 90.00

GANGLAND!
CORGLENBURG–1996
Starter Set (170 cards) ... $18.00 ... 20.00

GRIDIRON
PRECEDENCE/UPPER DECK–1995
Full Hobby Set (306 cards including 10 chase cards) ... $180.00 ... 300.00
Full Retail Set (306 cards iincluding 10 chase cards) ... 180.00 ... 300.00
Starter Deck (60 cards) ... 8.00 ... 10.00
Starter Box (10 decks) ... 75.00 ... 95.00
Booster Pack (15 cards) ... 2.00 ... 3.00
Booster Box (48 packs) ... 95.00 ... 145.00

GUARDIANS
FPG–1995
Full Limited Edition Set (324 cards including all variants) ... $150.00 ... 250.00
Full Unlimited Edition Set (324 cards including all variants) ... 150.00 ... 250.00
Starter Deck (60 cards) ... 8.00 ... 10.00
Starter Box (10 decks) ... 75.00 ... 95.00
Booster Pack (14 cards) ... 2.50 ... 3.00
Booster Box (36 packs) ... 90.00 ... 100.00

Limited & Unlimited cards are same price.

Control Destiny	U	1.50	3.00
Death	R	4.00	6.00
Dragon Wing Lord	R	3.00	5.00
Grand Avatar	R	3.00	5.00
Smoke Spirit, The	U	1.50	3.00

DAGGER ISLE EXPANSION
FPG–1996
Full Set (122 cards including variants) ... $80.00 ... 120.00
Booster Pack (14 cards) ... 2.50 ... 2.75
Booster Box (36 packs) ... 80.00 ... 95.00

Champs the Wonder Dog	R	4.00	6.00
Elandar, Mighty Wizard	R	4.00	6.00
Farmer Brown	R	3.00	5.00
Santa's Beer Sled	C	1.50	2.50
Supermodeloid	C	1.00	2.00

DRIFTER'S NEXUS EXPANSION
FPG–1996
Full Set (122 cards including variants) ... •
Booster Pack (8 cards) ... 1.75 ... 2.00
Booster Box (60 packs) ... 100.00 ... 115.00

HERESY: KINGDOM COME
LAST UNICORN GAMES–1995
Full Set (374 cards) ... $175.00 ... 300.00
Starter Deck (60 cards) ... 9.00 ... 11.00
Starter Box (12 decks) ... 85.00 ... 100.00

• PRICE NOT AVAILABLE

Booster Pack (15 cards) .....2.75 .....3.25
Booster Box (36 packs) .....90.00 ...110.00

HIGHLANDER
THUNDER CASTLE GAMES–1995

Full Set (165 cards) .....$150.00 ...250.00
Starter Deck (52 cards) ..... 8.00 ... 10.00
Starter Box (12 decks) .....90.00 ...110.00
Booster Pack (15 cards) .....2.25 .....2.75
Booster Box (36 packs) .....80.00 ...95.00

Amanda .....R... 4.00 ... 6.00
Connor McLeod .....R... 7.00 ... 10.00
Duncan McLeod .....R... 7.00 ... 10.00
Nefertiri .....R... 4.00 ... 6.00
Richie Ryan .....R... 6.00 ... 8.00

HIGHLANDER: THE MOVIE EXPANSION
COMPANION GAMES–1995

Full Set (300 cards) .....$200.00 ... 300.00
Booster Pack (15 cards) ..... 2.25 ... 2.75
Booster Box (36 packs) ..... 70.00 ... 90.00

HYBORIAN GATES
CARDZ–1995

Full Set (450 cards including 3 chase cards) .....$200.00 ...300.00
Starter Dual Deck (110 cards) ... 8.00 ... 10.00
Starter Box (6 dual decks) ..... 45.00 ... 60.00
Booster Pack (12 cards) ..... 2.25 ... 3.00
Booster Box (36 packs) ..... 80.00 ... 110.00

Ancient Gate Redemption ...UR 50.00 ... 75.00
Angel Storm .....UR 20.00 ... 30.00
Winning .....UR 20.00 ... 30.00

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION
STEVE JACKSON GAMES–1994

Full Set (412 cards) ..... $400.00 ... 500.00
Factory Set (450 cards) ..... 65.00 ... 75.00
Starter Deck Dual Pack (110) ... 18.00 ... 20.00
Starter Box (5 dual decks) ..... 90.00 ... 100.00
Booster Pack (15 cards) ..... 3.00 ... 4.00
Booster Box (36 packs) ..... 100.00 ... 140.00
Unlisted Common cards 05 25
Unlisted Uncommon cards .....50 ... 1.50
Unlisted Rare cards ..... 2.00 ... 3.50

Card names are printed in gold

Blitzkrieg .....R... 3.25 ... 4.00
C.I.A. .....R... 3.25 ... 4.00
Cyborg Soldiers .....R... 3.50 ... 5.00
Elvis .....R... 3.25 ... 4.00
Germany .....R... 3.25 ... 4.00
Hitler's Brain .....R... 3.25 ... 4.00
Italy .....R... 3.25 ... 4.00
Mafia, The .....R... 3.25 ... 4.00
Men In Black, The .....R... 3.25 ... 4.00
N.S.A. .....R... 3.50 ... 5.00
Perpetual Motion Machine ...R... 3.25 ... 4.00
Pollsters .....R... 3.25 ... 4.00
Shroud of Turin .....R... 3.25 ... 4.00
Soulburner .....R... 3.25 ... 4.00
Subliminals .....R... 3.25 ... 4.00
Texas .....R... 3.25 ... 4.00
Underground Newspapers ...R... 3.25 ... 4.00
Unmasked! .....R... 3.25 ... 4.00

ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION
STEVE JACKSON GAMES–1994

Full Set (412 cards) ..... $250.00 ... 350.00
Starter Deck Dual (110 cards) ... 8.00 ... 10.00
Starter Box (5 dual decks) ..... 30.00 ... 50.00
Booster Pack (15 cards) ..... 2.00 ... 2.25
Booster Box (36 packs) ..... 70.00 ... 80.00
Single cards are 50 to 100% of limited equivalents
Card names are printed in various colors.

ASSASSINS EXPANSION
STEVE JACKSON GAMES–1995

Full Set (125 cards) .....$75.00 ...125.00
Booster Pack (8 cards) .....1.30 .....1.50
Booster Box (60 packs) .....70.00 ...85.00

JAMES BOND 007
HEARTBREAKER HOBBIES–1995

Full Set (207 cards including 10 chase cards) .....$125.00 ...200.00
Starter Deck (60 cards) .....8.00 ...10.00
Starter Box (10 decks) .....75.00 ...95.00
Booster Pack (15 cards) .....2.75 .....3.00
Booster Box (36 packs) .....90.00 ...100.00

Alec Trevelyn–006 .....UR 8.00 ... 12.00
Aston Martin "Volante" .....UR 8.00 ... 12.00
Connections .....UR 8.00 ... 12.00
Destroy Cocaine Factory .....R... 6.00 ... 8.00
Ernst Stavro Blofeld .....UR 8.00 ... 12.00
Hidden Agenda .....R... 6.00 ... 8.00
Jaws .....R... 4.00 ... 6.00
Leadership .....UR 8.00 ... 12.00
Legend, The .....UR 10.00 ... 15.00
Octopussy .....R... 4.00 ... 6.00
One Step Forward, Two... ...UR 8.00 ... 12.00
Pam Bouvier .....UR 10.00 ... 15.00
Save Gold Reserve .....UR 8.00 ... 12.00
Soviet War Room .....UR 8.00 ... 12.00
Stop Heroin Flow .....R... 6.00 ... 8.00

JYHAD
WIZARDS OF THE COAST–1994

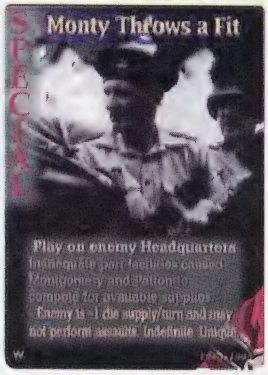
Full Set (438 cards) ..... $300.00 ... 400.00
Starter Deck (76 cards) ..... 7.00 ... 9.00
Starter Box (10 decks) ..... 65.00 ... 85.00
Booster Pack (19 cards) ..... 1.75 ... 2.50
Booster Box (36 packs) ..... 60.00 ... 90.00

KILLER INSTINCT
TOPPS–1994

Full Set (363 cards) .....
Starter Deck (60 cards) ..... 8.00 ... 10.00
Starter Box (10 decks) ..... 65.00 ... 85.00
Booster Pack (12 cards) ..... 2.25 ... 2.75
Booster Box (36 packs) ..... 75.00 ... 90.00

KULT
HEARTBREAKER HOBBIES–1995

Full Set (262 cards) ..... $150.00 ... 225.00
Starter Deck (60 cards) ..... 8.00 ... 10.00
Starter Box (10 decks) ..... 75.00 ... 95.00
Booster Pack (15 cards) ..... 2.50 ... 3.00
Booster Box (36 packs) ..... 80.00 ... 100.00


SPECIAL
Monty Throws a Fit
Play on enemy Headquarters
Inadequate port facilities caused Montgomery and Patton to compete for available supplies. Enemy is -1 die supply/turn and may not perform assaults. Indefinite. Unique.

THE LAST CRUSADE-MONTY THROWS A FIT

LAST CRUSADE, THE
CHAMELEON ECLECTIC ENTERTAINMENT–1995

Full Set (300 cards) .....$120.00 ...200.00
Starter Deck (60 cards) .....8.00 .....10.00
Starter Box (10 decks) .....80.00 ...100.00
Booster Pack (12 cards) ..... 1.75 .....2.50
Booster Box (36 packs) ..... 65.00 ... 80.00

LEGEND OF THE FIVE RINGS
ALDERAC ENTERTAINMENT GROUP–1995

Full Limited Set (311 cards) ...$180.00 ...300.00
Full Unlimited Set (312 cards) 180.00 ...300.00
Starter Deck (60 cards) .....7.00 .....9.00
Starter Box (10 decks) .....70.00 .....90.00
Booster Pack (15 cards) ..... 2.00 ... 2.50
Booster Box (36 packs) ..... 70.00 ... 85.00

Limited & Unlimited are same price.

Bayushi Kachiko .....R ...3.00 ... 5.00
Imperial Gift .....R ...3.00 ... 5.00
Inheritance .....R ...4.00 ... 6.00
Kolat Master .....R ...4.00 ... 6.00
School of Wizardry .....R... 4.00 ... 6.00

SHADOWLANDS EXPANSION
ALDERAC ENTERTAINMENT GROUP–1996

Full Set (155 cards including 3 exclusive clan-deck only cards) .....$90.00 ...130.00
Starter Deck (60 cards) .....7.00 .....9.00
Starter Box (12 decks) .....80.00 ...100.00
Booster Pack (15 cards) ..... 2.25 ... 2.50
Booster Box (36 packs) ..... 70.00 ... 90.00

MARVEL OVERPOWER
FLEER–1995

Full Set (345 cards including 42 Mission cards) .....$300.00 ...400.00
Starter Deck (62 cards) .....$7.00 ...10.00
Starter Box (12 decks) .....80.00 ...110.00
Booster Pack (9 cards) .....2.00 .....2.50
Booster Box (36 Packs) .....70.00 ...90.00
42-card Missions set (1 per pack) 1.00 ... 2.00
Unlisted Common cards 05 30
Unlisted Uncommon cards .....1.00 .....2.50
Unlisted Rare cards .....2.00 .....4.00

Some names are abbreviated. P rarity denotes Promo.

Apocalypse Hero Card .....R... 3.00 ... 5.00
Apoc Mega Morph .....R... 3.00 ... 5.00
Bishop Spectrum Blast .....R... 3.00 ... 5.00
Cable Hero Card .....R... 3.00 ... 5.00
Captain America Hero Card ...R... 4.00 ... 6.00
Cyclops Ground Blast .....R... 3.00 ... 5.00
Death From Above .....P ...1.00 ... 2.00
Gambit Charm .....R... 3.00 ... 5.00
Gamma Terror .....P... 1.00 ... 2.00
God of Mischief .....P... 1.00 ... 2.00
Guardian Angel .....P... 1.00 ... 2.00
Hulk Enraged .....R... 3.00 ... 5.00
Hulk Intimidate .....R... 3.00 ... 5.00
Iron Man Hero Card .....R... 4.00 ... 6.00
IM Tactical Computer .....R... 4.00 ... 6.00
Jean Grey Tele. Unity .....R... 3.00 ... 5.00
Jubilee Plasmoid Flash .....R... 3.00 ... 5.00
Magneto Hero Card .....R... 5.00 ... 8.00
Magneto Paralyze Opp. .....R... 5.00 ... 8.00
Mystique Hero Card .....R... 4.00 ... 6.00
Mystique Surprise Attack ...R... 4.00 ... 6.00
Professor X Hero Card .....R... 3.00 ... 5.00
Prof X Psionic Hold .....R... 3.00 ... 5.00
Prof X Tele. Coord. .....R... 3.00 ... 5.00
Psylocke Hero Card .....R... 3.00 ... 5.00
Psylocke Mental Hold .....R... 3.00 ... 5.00
Psylocke Psychic Knife .....R... 3.00 ... 5.00
Rogue Mutagenic Drain .....R... 3.00 ... 5.00
Rogue Super Strength .....U... 3.00 ... 5.00
Sabretooth Blood Hunt .....R... 4.00 ... 6.00
Spider-Man Hero Card .....R 10.00 ... 18.00
S-M Arachnid Agility .....U... 3.00 ... 5.00
S-M Spider Sense .....U... 3.00 ... 5.00
S-M Wall Crawl .....C ...1.00 ... 2.50
S-M Web .....R... 5.00 ... 8.00
S-M Web Shield .....U... 3.00 ... 5.00
Storm Hero Card .....R... 3.00 ... 5.00
Storm Emotional Outburst ...R... 3.00 ... 5.00
Storm Summon...Power ...R... 3.00 ... 5.00
Unlucky at Love .....P... 1.00 ... 2.00
Venom Hero Card .....R... 5.00 ... 8.00
Venom Alien Webbing .....U... 3.00 ... 5.00
Venom Creepy Crawler .....U... 3.00 ... 5.00
Venom Panic Attack .....R... 5.00 ... 8.00
Venom Symbiotic Snare .....R... 5.00 ... 8.00
Web-Headed Wizard .....P... 3.00 ... 5.00
Wolverine Hero Card .....R 10.00 ... 18.00
Wolvie Berserk Attack .....C... 1.00 ... 2.50
Wolvie Fighting Instinct .....C... 1.00 ... 2.50
Wolvie Heal .....C... 1.00 ... 2.50
Wolvie Snikt! .....C... 1.00 ... 2.50
Wolvie Wounded Animal .....R 10.00 ... 18.00

POWERSURGE EXPANSION
FLEER–1995

Full Set (269 cards including 14 Mission cards) .....$200.00 ... 300.00
Booster Pack (9 cards) ..... 1.75 ... 2.00
Booster Box (36 packs) ..... 60.00 ... 70.00
14-card Mission set ..... .25 ..... .75
Unlisted Common cards .....05 ..... .30
Unlisted Uncommon cards ..... 1.00 ... 2.50
Unlisted Rare cards ..... 2.00 ... 4.00

P rarity denotes Promo.

Captain Universe .....P... 1.00 ... 2.00
Confusion .....P ...3.00 ... 5.00
Iron Man Dumpster .....C .....50 ... 1.00
Iron Man Industrial Waste ...U... 3.00 ... 5.00
Iron Man Multi Power 2 .....C... 1.00 ... 2.00
Magneto Impulse .....U... 3.00 ... 5.00
Magneto Power Flux .....U... 3.00 ... 5.00
Sabretooth Chain .....C... 1.00 ... 2.00
Savage Land .....P... 1.00 ... 2.00
Scarlet Spider Hero Card .....R... 6.00 ... 10.00
Scarlet Spider New Warrior ...C... 1.00 ... 2.00
Scarlet Spider .....U... 4.00 ... 6.00
Spider-Man Strength 2 .....C .....75 ... 1.50
Spider-Man Taunt .....U... 4.00 ... 6.00
Venom Alien Symbiote .....U... 3.00 ... 5.00
Venom Fighting 5 .....C .....50 ... 1.00
Venom Hot Dog Cart .....C .....50 ... 1.00
Wolverine Fighting 5 .....C... 1.00 ... 2.00
Wolverine Rage .....U... 2.00 ... 4.00

MISSION CONTROL EXPANSION
FLEER–1996

Full Set (142 cards including 14 Mission cards) .....$40.00 ...60.00
Booster Pack (9 cards) .....1.40 .....1.75
Booster Box (36 packs) .....48.00 ...55.00
Single Mission cards ..... .25 ..... .75
Unlisted Common cards .....05 ..... .30
Unlisted Uncommon cards ..... .75 .....2.00
Unlisted Rare cards .....2.00 .....4.00

P rarity denotes Promo.

Black Widow Avenging Agent R ...3.00 ... 5.00
Black Widow Combat Gymnast R ...3.00 ... 5.00
Black Widow Hero card .....U ...2.00 ... 4.00
Hawkeye Hero card .....U ...1.50 ... 3.00
Infestation Incident–Alien Creature Rampages .....P... 1.00 ... 2.00
Morbius Hero card .....U ...1.50 ... 3.00
Morph Hero card .....U ...2.00 ... 3.00
Mutant Rebels Held Captive ...P... 1.00 ... 2.00
Nightcrawler Hero card .....U ...1.50 ... 3.00
Quicksilver Hero card .....U ...1.50 ... 3.00

MIDDLE-EARTH: THE WIZARDS
IRON CROWN ENTERPRISES–1995

Full Set (484 cards) .....$350.00 ...500.00
Starter Deck (76 cards) ..... 9.00 ... 11.00
Starter Box (10 decks) ..... 85.00 ... 100.00
Booster Pack (15 cards) ..... 2.75 ... 3.00
Booster Box (36 packs) ..... 90.00 ... 100.00
Unlisted Common cards .....05 ..... .30
Unlisted Common sites ..... .25 ..... .75
Unlisted Common characters ..... .25 ..... .75

P rarity denotes Promo.

Adunaphel .....R... 7.00 ... 10.00
Agburanar .....R... 3.00 ... 5.00
Akhôrahil .....R... 7.00 ... 10.00
Align Palantír .....U... 1.50 ... 3.00
Anborn .....U... 1.50 ... 3.00
Andúril, Flame of the West ...R... 2.00 ... 4.00
Arinmîr .....U... 1.50 ... 3.00
Arkenstone, The .....R... 3.00 ... 5.00
Army of the Dead .....R... 3.00 ... 5.00
Arwen .....R... 3.00 ... 5.00
Assassin .....R... 2.50 ... 4.00
Athelas .....U... 1.50 ... 3.00
Awaken the Earth's Fire .....U... 1.50 ... 3.00
Balance of Things, The .....R... 3.00 ... 6.00
Balin .....U... 1.50 ... 3.00
Balrog of Moria .....R... 4.00 ... 7.00
Bane of the Ithil-stone .....R... 3.00 ... 6.00
Barad-dûr .....R... 2.50 ... 4.00
Barliman Butterbur .....U ... .75 ... 1.00
Barrow-wight .....U... 1.50 ... 3.00
Beretar .....U... 1.50 ... 3.00
Bergil .....U... 1.50 ... 3.00
Bert (Bûrat) .....U... 1.50 ... 3.00
Bilbo .....R... 5.00 ... 8.00
Bill the Pony .....U ... .75 ... 1.00
Black Arrow .....P ...2.50 ... 4.00
Blue Mountain Dwarves .....U ... .75 ... 1.00
Bombur .....U... 1.50 ... 3.00
Book of Mazarbul .....U... 1.50 ... 3.00
Bridge .....U... 1.50 ... 3.00
Burden of Time, The .....U... 2.00 ... 4.00
Call of the Sea .....U... 3.00 ... 5.00
Carn Dûm .....R... 2.50 ... 4.00
Caves of Ulund .....U... 1.50 ... 2.50
Círdan .....R... 2.50 ... 5.00
Cirith Ungol .....R... 2.50 ... 4.00
Clear Skies .....R... 3.50 ... 5.00
Clouds .....R... 3.00 ... 6.00
Cock Crows, The .....U... 2.00 ... 4.00
Corsairs of Umbar .....U... 1.50 ... 3.00
Cracks of Doom .....U... 2.00 ... 4.00
Daelomin .....R... 3.00 ... 5.00
Dáin II .....R... 3.00 ... 5.00
Damrod .....U... 1.50 ... 3.00
Dancing Spire .....U... 1.50 ... 2.50
Dead Marshes .....U... 1.50 ... 2.50
Denethor II .....R... 2.50 ... 5.00
Dimrill Dale .....U... 1.50 ... 2.50
Dol Guldur .....R... 2.50 ... 4.00
Dori .....U... 1.50 ... 3.00
Dragon's Desolation .....U... 1.50 ... 3.00
Drowning Seas .....U... 2.00 ... 4.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Dunharrow	R	2.50	4.00
Durin's Axe	U	1.50	3.00
Dwar of Waw	R	7.00	10.00
Dw. Ring of Barin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	3.00	6.00
Dw. Ring of Druin's Tribe	R	3.00	6.00
Dw. Ring of Durin's Tribe	R	3.00	6.00
Dw. Ring of Dwalin's Tribe	R	3.00	6.00
Dw. Ring of Thelor's Tribe	U	2.00	4.00
Dw. Ring of Thrér's Tribe	U	2.00	4.00
Eagle-mounts	R	3.50	5.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	2.50	4.00
Easterlings	R	1.50	3.00
Elf-song	R	3.00	6.00
Elrond	R	5.00	8.00
Elves of Lindon	R	1.50	3.00
Ent-draughts	U	1.50	2.50
Éomer	U	1.50	3.00
Éowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	3.00	6.00
Fair Sailing	R	3.00	6.00
Fair Travels in Dark-domains	R	3.00	6.00
Fair Travels in Free-domains	R	3.00	6.00
Favor of the Valar	R	5.00	8.00
Fell Beast	R	3.00	6.00
Fell Turtle	R	3.00	6.00
Fíli	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	5.00	8.00
Fury of The Iron Crown	P	2.50	4.00
Galadriel	R	3.00	5.00
Galva	R	2.50	5.00
Gamling the Old	U	1.50	3.00
Ghân-buri-Ghân	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	2.00	4.00
Goldberry	U	.75	1.00
Gollum	U	3.00	5.00
Gollum's Fate	R	3.00	6.00
Great Eagles, The	U	.75	1.00
Great Goblin, The	R	3.50	5.00
Great-shield of Rohan	U	1.50	3.00
Great Ship	R	3.50	5.00
Gwaihir	R	2.00	4.00
Halbarad	U	1.50	3.00
Haldalam	R	2.50	5.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	3.00	6.00
Hillmen	U	.75	1.00
Himring	U	1.50	2.50
Hoarmurath of D'r	R	7.00	10.00
Hobbits	R	1.50	3.00
Huorn	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Dawndeath	R	7.00	10.00
Irerock	U	1.50	2.50
Iron Crown, The	P	2.50	4.00
Isles of the Dead that Live	R	3.50	5.00
Khamûl the Easterling	R	7.00	10.00
Knights of Dol Amroth	U	.75	1.00
Lapse of Will	U	2.00	4.00
Leaflock	U	.75	1.00
Legolas	U	1.50	3.00
Lesser Ring	U	2.00	3.00
Leucaruth	R	3.00	5.00
Lossoth	U	.75	1.00
Lost at Sea	R	3.00	6.00
Lost in Dark-domains	R	3.00	6.00
Lucky Search	R	3.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	3.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	2.00	4.00
Magic Ring of Lore	U	2.00	4.00
Magic Ring of Nature	U	2.00	4.00
Magic Ring of Stealth	U	2.00	4.00
Magic Ring of Words	U	2.00	4.00
Men of Anfalas	U	.75	1.00
Men of Dorwinion	U	.75	1.00
Men of Lamedon	U	.75	1.00
Men of Lebennin	U	.75	1.00
Men of Northern Rhovanion	U	.75	1.00
Merry	U	1.50	3.00
Minas Morgul	R	2.50	4.00
Minions Stir	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	3.00	6.00
Moon	U	1.50	3.00
Morannon	R	3.50	5.00
Morgul-horse	R	3.00	6.00
Morgul-knife	R	3.00	6.00
Morgul Night	R	3.00	6.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	5.00	8.00
Mumak (Oliphant)	R	3.00	5.00
Narsil	U	1.50	3.00
Narya	R	3.50	6.00
Nazgûl are Abroad, The	R	3.00	6.00
Neeker-Breekers	P	2.50	4.00
Nenya	R	3.50	6.00
New Moon	U	2.00	4.00
Óin	U	1.50	3.00
Old Man Willow	U	2.00	4.00
Old Thrush, The	U	2.00	4.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	18.00	30.00
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantír of Amon Sul	R	2.00	4.00
Palantír of Annúminas	R	2.00	4.00
Palantír of Elostirion	U	1.50	3.00
Palantír of Minas Tirith	U	1.50	3.00
Palantír of Orthanc	U	1.50	3.00
Palantír of Osgiliath	R	2.00	4.00
Pale Sword, The	R	3.00	6.00
Paths of the Dead	R	3.50	5.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	3.00	6.00
Púkel-men	R	2.00	4.00
Quickbeam	U	.75	1.00
Quiet Lands	U	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ren the Unclean	R	7.00	10.00
Return of the King	U	1.50	3.00
Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Roäc the Raven	R	2.00	4.00
Rogrog	R	2.00	4.00
Sacrifice of Form	R	2.00	4.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	3.50	5.00
Shadowfax	R	3.50	5.00
Shelob	R	7.00	12.00
Shelob's Lair	R	2.50	4.00
Siege	R	4.00	6.00
Silent Watcher	R	2.50	5.00
Skinbark	R	2.00	4.00
Slayer	U	1.50	3.00
Smaug	R	5.00	8.00
Snowstorm	R	3.00	6.00
Southron Oasis	R	2.50	4.00
Southrons	R	1.50	3.00
Star-glass	U	1.50	3.00
Stars	U	1.50	3.00
Sting	U	1.50	3.00
Stone-circle	R	2.50	4.00
Stone of Erech	R	3.00	6.00
Stones, The	R	2.50	4.00
Storms of Ossë	R	3.00	6.00
Sun	U	1.50	3.00
Thief	R	2.00	4.00
Thorin II	R	3.00	5.00
Tolfalas	R	2.50	4.00
Tom Bombadil	R	2.00	4.00
Tom (Tuma)	U	1.50	3.00
Torque of Hues	U	2.00	4.00
Traitor	R	3.00	6.00
Treebeard	U	.75	1.00
True Fána	R	3.00	6.00
Use Palantír	U	2.00	4.00
Vale of Erech	R	3.00	5.00
Variag Camp	R	2.50	4.00
Variags of Khand	R	2.00	3.00
Vilya	R	4.00	6.00
Vygavril	R	2.50	5.00
Wacho	U	1.50	3.00
Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
White Tree, The	R	3.00	6.00
William (Wuluag)	U	1.50	3.00
Will of Sauron, The	R	5.00	8.00
Will of the Ring, The	R	3.00	6.00
Witch-king of Angmar	R	7.00	10.00
Wizard's Fire	R	3.00	6.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's Ring	U	2.00	4.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	3.00	6.00
Woodmen	U	.75	1.00
Words of Power and Terror	R	3.00	6.00
Woses of Old Pökel-land	R	1.50	3.00
Woses of the Drúadan Forest	U	.75	1.00

THE DRAGONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)	•	•
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	80.00	100.00

MORTAL KOMBAT

BRADYGAMES–1995

Full Set (300 cards)	$200.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (10 decks)	70.00	100.00
Booster Pack (15 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00

MYTHOS: CALL OF CTHULHU

CHAOSIUM–1996

Full Set (218 cards including 18 Investigative cards)	•	•
Starter Deck (60 cards)	9.00	10.00
Starter Box (10 decks)	85.00	100.00
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	•	•
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

CTHULHU RISING EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	•	•
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

NETRUNNER

WIZARDS OF THE COAST– 1996

Full Set (374 cards)	•	•
Starter Dual Deck (120 cards)	18.00	20.00
Starter Box (6 dual decks)	100.00	115.00
Booster Pack (15 cards)	3.00	3.25
Booster Box (36 packs)	90.00	110.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.50	1.25
Unlisted Vital cards	1.00	2.00
Unlisted Rare cards	2.00	4.00

The V rarity denotes Vital, and the commonality of these cards is between Uncommon and Rare.

Access to Arasaka	V	2.00	4.00
Access to Kiribati	V	2.00	4.00
Anonymous Tip	R	3.00	5.00
Arasaka Owns You	R	3.00	5.00
Back Door to Orbital Air	V	2.00	4.00
Bartmoss Memorial Icebreaker	R	5.00	8.00
Bodyweight Data Creche	R	3.00	5.00
City Surveillance	R	4.00	6.00
Corporate Ally	R	3.00	5.00
Corporate Downsizing	V	2.00	4.00
Corporate Negotiating Center	R	7.00	10.00
Corporate War	V	2.00	4.00
Crybaby	R	4.00	6.00
Cyfermaster	V	2.00	4.00
Data Masons	R	4.00	6.00
Deal with Militech	R	7.00	10.00
Desperate Competitor	R	7.00	10.00
Dieter Esslin	R	7.00	10.00
Diplomatic Immunity	R	4.00	6.00
Disinfectant, Inc.	R	7.00	10.00
Dupre	R	4.00	6.00
Emergency Self-Construct	R	6.00	8.00
Encoder, Inc.	R	3.00	5.00
Endless Corridor	R	3.00	5.00
False Echo	R	6.00	8.00
Falsified Transactions Expert	R	3.00	5.00
Fatal Attractor	R	6.00	8.00
Field Reporter for Ice and Data	R	6.00	8.00
Forged Activation Orders	R	4.00	6.00
Fortress Respecification	R	4.00	6.00
Full Body Conversion	R	4.00	6.00
Hammer	V	2.00	4.00
Haunting Inquisition	R	3.00	5.00
Hostile Takeover	V	2.00	4.00
Hot Tip for WNS	R	7.00	10.00
Incubator	R	4.00	6.00
Jenny Jett	R	4.00	6.00
Joan of Arc	R	6.00	8.00
Lifesaver Nanosurgeons	R	3.00	5.00
Marine Arcology	V	2.00	4.00
Microtech 'Trode Set	R	3.00	5.00
Microtech AI Interface	R	4.00	6.00
misc.for-sale	R	7.00	10.00
MIT West Tier	R	4.00	6.00
N.E.T.O.	R	4.00	6.00
Nerve Labyrinth	R	4.00	6.00
New Galveston City Grid	R	4.00	6.00
Omni Kismet, Ph.D	R	7.00	10.00
On-Call Solo Team	V	2.00	4.00
Organ Donor	R	7.00	10.00
Pacifica Regional AI	R	4.00	6.00
Piledriver	V	2.00	4.00
Playful AI	R	3.00	5.00
Poltergeist	R	4.00	6.00
Preying Mantis	R	4.00	6.00
Priority Wreck	R	4.00	6.00
Ramming Piston	V	2.00	4.00
Record Reconstructor	R	4.00	6.00
Reflector	R	3.00	5.00
Scatter Shot	R	3.00	5.00
Schlaghund	R	3.00	5.00
Shell Traders, The	R	5.00	8.00
Silver Lining Recovery Protocol	R	4.00	6.00
Singapore City Grid	R	8.00	12.00
Skalderviken SA Beta Test Site	R	7.00	10.00
Stumble through Wilderspace	R	4.00	6.00
Synchronized Attack on HQ	R	4.00	6.00
Terrorist Reprisal	R	4.00	6.00
Tesseract Fort Construction	R	3.00	5.00
Tokyo-Chiba Infighting	R	8.00	12.00
Too Many Doors	R	4.00	6.00
Top Runners Conference	R	4.00	6.00
Total Genetic Retrofit	R	4.00	6.00
Tutor	R	4.00	6.00
Twenty-Four-Hour Surveillance	R	4.00	6.00
Tycho Expansion	V	2.00	4.00

ON THE EDGE

ATLAS GAMES–1994

Full Limited Edition Set (269 cards)	$200.00	300.00
Full Unlimited Edition Set (269 cards)	150.00	250.00
Full Standard Edition Set (270)	125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

All edition cards are same price.

Asha Ryder	R	3.00	5.00
Constance D'Aubainne	R	2.00	3.00
Cyril Doros	R	3.00	5.00
Debora Grierson	R	3.00	4.00
Haveni Shagasemi	R	2.00	4.00

CUT-UPS PROJECT EXPANSION

ATLAS GAMES–1995

Full Set (90 cards)	$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

SHADOWS EXPANSION

ATLAS GAMES–1995

Full Set (117 cards)	$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

ARCANA EXPANSION

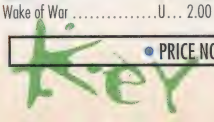
ATLAS GAMES–1995

Full Set (157 cards including 4 chase cards)	$125.00	175.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

ONE ON ONE HOCKEY CHALLENGE

PLAYOFF–1995

Full Set (330 cards)	$400.00	700.00
Starter Deck (50 cards)	9.00	11.00
Starter Box (8 decks)	70.00	85.00
Booster Pack (12 cards)	2.00	2.75
Booster Box (36 packs)	70.00	95.00



• PRICE NOT AVAILABLE

Unlisted Commons (1-110)	.05	.25
Unlisted Uncommons (111-220)	.75	2.00
Unlisted Rares (221-330)	3.00	6.00

The URB and URS rarities denote Ultra Rare cards found only in booster packs and Ultra Rare cards found only in starter decks, respectively.

2	Paul Kariya	C	1.00	2.00
34	Sergei Fedorov	C	.75	1.50
50	Wayne Gretzky	C	2.00	3.00
55	Patrick Roy	C	1.25	2.00
76	Eric Lindros	C	2.00	3.00
78	Jaromir Jagr	C	1.00	2.00
79	Mario Lemieux	C	2.00	3.00
100	Pavel Bure	C	.60	1.75
105	Jim Carey	C	.75	1.50
114	Paul Kariya	U	3.00	5.00
135	Jeremy Roenick	U	1.50	2.50
137	Peter Forsberg	U	2.00	4.00
144	Sergei Federov	U	2.00	4.00
159	Wayne Gretzky	U	5.00	8.00
166	Patrick Roy	U	3.50	6.00
182	Eric Lindros	U	4.00	7.00
185	Jaromir Jagr	U	3.00	5.00
186	Mario Lemieux	U	4.00	7.00
195	Brett Hull	U	1.50	2.50
204	Felix Potvin	U	1.50	2.50
207	Pavel Bure	U	2.00	4.00
213	Jim Carey	U	2.00	4.00
223	Paul Kariya	URB	40.00	70.00
224	Todd Krygier	URS	4.00	8.00
226	Ray Bourque	URB	8.00	15.00
228	Cam Neely	URB	8.00	15.00
229	Adam Oates	URB	8.00	15.00
232	Bob Sweeney	URS	4.00	6.00
236	Jeremy Roenick	URB	15.00	30.00
239	Peter Forsberg	URB	25.00	50.00
241	Owen Nolan	URB	6.00	10.00
242	Joe Sakic	URS	12.00	25.00
248	Kevin Hatcher	URS	4.00	8.00
250	Mike Modano	URB	7.00	12.00
252	Paul Coffey	URS	8.00	15.00
253	Sergei Fedorov	URS	25.00	40.00
259	Doug Weight	URB	4.00	8.00
263	Rob Niedermayer	URS	4.00	8.00
266	Geoff Sanderson	URS	4.00	8.00
269	Wayne Gretzky	URB	80.00	150.00
274	Patrick Roy	URB	50.00	100.00
275	Martin Brodeur	URB	20.00	40.00
281	Scott Lachance	URS	4.00	8.00
283	Brian Leetch	URB	4.00	8.00
284	Mark Messier	URB	10.00	20.00
286	Luc Robitaille	URS	7.00	10.00
288	Jim Paek	URS	4.00	8.00
291	Rod Brind'Amour	URS	4.00	8.00
294	Eric Lindros	URB	70.00	125.00
297	Jaromir Jagr	URS	40.00	70.00
298	Mario Lemieux	URB	70.00	125.00
302	Arturs Irbe	URB	8.00	15.00
305	Geoff Courtnall	URS	5.00	8.00
307	Brett Hull	URB	18.00	35.00
311	Petr Klima	URS	4.00	8.00
313	Paul Ysebaert	URB	4.00	8.00
315	Doug Gilmour	URB	10.00	18.00
316	Pavel Bure	URB	20.00	35.00
318	Alexander Mogilny	URS	10.00	18.00
323	Keith Jones	URS	4.00	8.00
329	Teemu Selanne	URB	15.00	30.00
330	Alexei Zhamnov	URS	10.00	15.00

PACIFIC CAMPAIGN

MEDALLION SIMULATIONS–1996

Full Set (110 cards)		
Starter Deck (65 cards)	8.00	10.00
Starter Box (10 boxes)	75.00	95.00

Fuel X2	R	9.00	15.00
Japanese "George" Fighter	R	3.00	4.00
Japanese Mini-sub	R	5.00	7.00
Shore Bombardment	R	2.00	3.00
U.S. Kingfisher	R	2.00	3.00

POWERCARDZ

CALIBER GAMES SYSTEMS–1995

Full Series 1 (160 cards)	$40.00	60.00
Starter Deck (A & B-50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SPAWN EXPANSION

CALIBER GAMES SYSTEMS–1995

Full Set (190 cards)	$60.00	80.00
Starter Deck (50 cards)	9.00	10.00
Starter Box (12 decks)	100.00	115.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Power Primer (1 starter deck + 3 booster packs)	15.00	18.00

SECOND STRIKE EXPANSION

CALIBER GAMES SYSTEMS–1995

Full Set (300 cards)	$90.00	125.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

QUEST FOR THE GRAIL

STONE RING GAMES–1995

Full Limited Ed. Set (280 cards)	$150.00	200.00
Full Preview Ed. Set (125 cards)	60.00	100.00
Preview Ed. Starter Deck (60 cards)	8.00	10.00
Preview Starter Box (10 decks)	65.00	85.00
Limited Starter Deck (56 cards)	8.00	10.00
Limited Starter Box (10 decks)	75.00	90.00
Limited Booster Pack (14 cards)	2.50	2.75
Limited Booster Box (36 packs)	80.00	95.00

RAGE

WHITE WOLF–1995

Full Set (321 cards including 13 ultra-rare chase cards)	$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	65.00	85.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Unlisted Commons	.05	.30
Unlisted Uncommons	.75	2.00
Unlisted Rare cards	2.50	3.50

Alexandru ThunderRage	UR	25.00	35.00
Allison Kachina	U	3.00	5.00
Anna Kliminski	R	3.00	5.00
Anna-Eyes of the Sun-Pelfrey	U	2.50	3.50
Antonine Teardrop	U	2.50	3.50
Aurgra Gurahl	R	3.00	5.00
Bottlecap of Shakey Mac	R	3.00	5.00
Broken Limb	C	2.50	3.50
Bron Mac Fionn	R	3.00	5.00
Buggerhead	U	2.50	3.50
Careful Strike	U	2.50	3.50
Carla Grimsson	U	2.50	3.50
Cernonous	U	2.50	3.50
Charging Bull	U	3.00	5.00
Coup de Grace	R	3.00	5.00
Elder Stone	U	2.50	3.50
Elder Vampire	R	3.00	5.00
Eye of the Cobra	U	2.50	3.50
Fang Dagger	R	5.00	7.00
Frenzy	U	2.50	3.50
Gaia's Vengeance	R	4.00	6.00
Gangrel Ally	R	3.00	5.00
Geas	U	2.50	3.50
Gere-Hunts-the-Hunters	U	2.50	3.50
Get Medieval	R	6.00	8.00
Golgol Fangs-First	R	3.00	5.00
Goll Mac Mourna	U	2.50	3.50
Grand Klaive	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Grek Twice-Tongue	U	2.50	3.50
Greyfist	U	2.50	3.50
Grimfang	R	3.00	5.00
Growls-at-Moon	U	2.50	3.50
Gunnar Draughrbane	UR	25.00	35.00
Harano Gloom	R	3.00	5.00
Head Wound	U	2.50	3.50
Jack Debiltongu	UR	25.00	35.00
Jacky Gecko	C	2.50	3.50
Julisha of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kinfolk - Soldier of Fortune	R	3.00	5.00
Kinfolk - Veterinarian	R	3.00	5.00
Klaital Stargazer	UR	25.00	35.00
Knife Wind	R	3.00	5.00
Lamurun	U	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lord Albrecht	U	2.50	3.50
Lunar Eclipse	R	3.00	5.00
Mamu	R	3.00	5.00
Mari Cabrah	U	2.50	3.50
Master of the Pack	R	3.00	5.00
Matriarch Mourning	R	3.00	5.00
Morihei High-Mountain	R	3.00	5.00
Mother Larissa	R	3.00	5.00
Nephthys Mu'at	U	2.50	3.50
Oisin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Storm-Chaser	U	3.00	5.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentex Refinery	R	4.00	6.00
Portable Computer	R	3.00	5.00
Progenitor Mage	R	3.00	5.00
Quoting the Litany	U	2.50	3.50
Remove Gaia's Blessing	U	2.50	3.50
Rite of Investiture	R	3.00	5.00
Roar of Storms	U	2.50	3.50
Roger Daly	R	3.00	5.00
Scratches-at-Fleas	U	2.50	3.50
Shogeka Hunter Moon	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Horus	UR	25.00	35.00
Sister Judith Paws-of-Light	U	2.50	3.50
Skindancer	R	4.00	6.00
Sneak Attack	U	2.50	3.50
Song Chiang	U	2.50	3.50
Song of the Great Beast	R	3.00	5.00
Son of Moonlight	U	2.50	3.50
Stands-Like-Mountain	C	2.50	3.50
Susan Anthony	C	2.50	3.50
Teeth-of-Titanium	U	2.50	3.50
Thomas Kachina	C	2.50	3.50
Thunder Tiger	U	2.50	3.50
Tribal War	R	3.00	5.00
True Silverheels	C	2.50	3.50
Uktena Wyrmfoe	R	4.00	6.00
Walks-with-Might	R	3.00	5.00
Whelp Body	U	2.50	3.50
Wisdom of the Seer	R	3.00	5.00
Wyrm Slayer, Ronin Garou	R	3.00	5.00
Yuri Tvarivich	UR	25.00	35.00
Zachary Ellison	U	2.50	3.50

UMBRA EXPANSION

WHITE WOLF–1995

Full Set (90 cards including 5 ultra-rare chase cards)	$70.00	125.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.25

Amanda Withers-in-Sun	R	1.50	2.50
Banishment by the Council	R	2.50	3.50
Battleground, The	UR	12.00	20.00
Bjorn-Blood-from-Stone	R	1.50	2.50
Caern of Bygone Visions	R	1.00	2.00
Caern of Ichiyo Modoribashi	R	1.00	2.00
Caern of the Painted Sands	R	1.00	2.00
Caern of the Weeping Daughter	R	1.00	2.00
Cassandra Shadow-Watcher	R	1.50	2.50
Childling	U	1.50	2.50
Deep Journey	C	1.00	2.00
Dreamspeaker Mage	R	3.00	5.00
Dr. S. "Mindbender" Garrison	R	1.50	2.50
Faerie Armor	R	1.50	2.50
Flux	UR	12.00	20.00
Heart of Midnight	R	2.50	3.50
Jennifer Moon-Wizened	R	1.00	2.00

RAGE-UMBRA EXPANSION-KA SPIRIT

Ka Spirit	R	1.50	2.50
Laughs-at-Death	R	1.50	2.50
Legendary	UR	12.00	20.00
Memory Ribbon	U	1.50	2.50
Naomi	R	1.50	2.50
Nexus Crawler	R	2.50	3.50
Nightmaster	R	1.50	2.50
Pack Reprimand	U	4.00	6.00
Pangea	UR	12.00	20.00
Petrov Tzarovitch	R	1.50	2.50
Phantasmi	C	1.00	2.00
Rite of Realm Binding	R	1.50	2.50
Runs-without-Pack	R	1.50	2.50
Sees-through-Stars	R	1.00	2.00
Step Sideways	U	1.50	2.50
Shakey Mac	R	2.00	3.00
Stuck Sideways	R	1.00	2.00
Summer Country	UR	12.00	20.00
Umbral Wave	R	2.00	3.00
Wahya-Ohni	R	1.50	2.50
Wyldstorm	R	2.50	3.50

WYRM EXPANSION

WHITE WOLF–1995

Full Set (186 cards including 6 ultra-rare chase cards)	$150.00	175.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (24 packs)	50.00	60.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.50
Unlisted Rare cards	2.00	3.00

Alonzo Montoya	R	4.00	6.00
Amella	R	2.00	4.00
Beast-of-War	U	1.25	2.00
Breath of the Defiled	R	3.00	5.00
Caern of Rytthiku	R	3.00	5.00
Caern of the Blood God	R	3.00	5.00
Caern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Churjuroc's Tusk	UR	12.00	20.00
Count Vladimir Rustovich	UR	18.00	25.00
Cult Leader	R	2.00	4.00
Defiler	U	1.25	2.00
Eater-of-Souls	U	1.25	2.00
Enticer	R	3.00	5.00
FBI Investigation	R	2.00	4.00
Friends in High Places	U	1.25	2.00
General, The	R	4.00	6.00
Glade Child	U	1.25	2.00
Heart Breaker	R	3.00	5.00
Hunts at Night	U	1.25	2.00
Incarna Avatar	R	2.00	4.00
Kills the Weak	U	1.25	2.00
Kiss of the Wyrm	R	3.00	5.00
Latonia the Temptress	U	1.25	2.00
Longtooth Soulkiller	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Mage's Talisman	R	5.00	7.00
Malfess	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Mr. Iguana	U	1.25	2.00
Pentex Executive & Limousine	R	2.00	4.00
Priest	U	1.25	2.00
Psychotic Hallucination	R	2.00	4.00
Psychotic Stalker	R	2.00	4.00
Red Alert	U	1.25	2.00
Red-Headed Stepchild	R	3.00	5.00
Renegade Werewolf Hunter	U	1.25	2.00
Rent Assunder	R	3.00	5.00
Roar of the Wyrm	U	1.25	2.00
Skin of the Hellbound	U	2.00	4.00
Snickers	U	1.25	2.00
Spiritual Revelation	R	2.00	4.00
Subjugation of Gala	U	1.25	2.00
Survival Nut	U	1.25	2.00
Sybil	U	1.25	2.00
Taannik	R	3.00	5.00
Telemarketing Campaign	U	1.50	2.50
T.F. MacNeil	R	3.00	5.00
Toga of Dionysius	U	1.25	2.00
Totem Form	R	2.00	4.00
Trinity Hive Caern	UR	12.00	20.00
Vampire Blood	R	3.00	5.00
Zhyznak	UR	12.00	20.00

WAR OF THE AMAZON EXPANSION

WHITE WOLF–1995

Full Set (140 cards including 5 ultra-rare chase cards)	$100.00	150.00
Booster Pack (10 cards)	1.75	2.00
Booster Box (24 packs)	40.00	48.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.50
Unlisted Rare cards	1.50	2.50

Alestro	U	2.00	3.00
Ambush	U	1.50	2.50
"Atahualpa, " "Blood of the Incas"	R	2.00	4.00
Athena	U	1.50	2.50
Barnaby Shadrack	R	3.00	5.00
Battle Fervor	R	2.00	4.00
Bellow	C	.75	1.50

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

price guide

Black Claw	R	3.00	5.00
Brazilian Bureaucrat	U	1.50	2.50
Breath of Fire	R	2.00	4.00
Cleaner, The	U	1.50	2.50
Conquistador's Sword	UR	12.00	20.00
Dorado Realm	UR	12.00	20.00
Dragon's Breath	U	1.50	2.50
"Dr. Pearvos Smythe, the Hunter"	C	1.50	2.50
Ectoplasmic Extrusion	U	1.50	2.50
El Dorado	UR	12.00	20.00
Experimental Cybernetics	U	1.50	2.50
Eyes of Hate	U	1.50	2.50
Fancy Footwork Combat	R	2.00	4.00
Fangs-Through-Eye	C	.75	1.50
Feline Grace	C	.75	1.50
Fetish Sundering	U	1.50	2.50
Fool's Gold	U	2.00	3.00
Frenar	C	.75	1.50
Guidance From Below	U	1.50	2.50
Heavy Machine Gun	U	1.50	2.50
Hollow Heart	U	1.50	2.50
Iron Will	U	2.00	3.00
Joseph Herlech	UR	12.00	20.00
Juicy Johnes	C	.75	1.50
"Juki," "Sun Halo"	C	.75	1.50
Kiss of Life	U	2.00	3.00
Lord of the Jungle	U	2.00	3.00
Lost in the Jungle	R	2.00	4.00
Maim	U	2.00	3.00
Mantle of El Dorado	R	4.00	6.00
Markhat	U	1.50	2.50
Mists of Vengeance	U	1.50	2.50
Nerve Agent	U	1.50	2.50
Night Terror	U	1.50	2.50
Operation Blight	U	1.50	2.50
Pentex Strip Miners	C	.75	1.50
Prentice Turner	U	1.50	2.50
Rends-the-Innocent	U	1.50	2.50
Ribs Crushed	U	2.00	3.00
Roars Like Thunder	U	1.50	2.50
Rocket Launcher	R	2.00	4.00
"Rytti," "Horned Thunder"	C	.75	1.50
Sept of Gold	UR	12.00	20.00
Sky River	R	2.00	4.00
Spiral Boomerang	U	1.50	2.50
Spirit Backlash	R	2.00	4.00
Spirit Tiger	U	1.50	2.50
Stand Like A Fool	R	2.00	4.00
Superior Tactics	C	1.50	2.50
Svajda	C	.75	1.50
Swift Reconnaissance	R	2.00	4.00
Tamara Lovegrove	C	.75	1.50
Tremere Warlock	R	2.00	4.00
Unseelie Troll	U	1.50	2.50
Visit from White Father	U	2.00	3.00
War of Attrition	U	2.00	3.00
Wild Animals	U	1.50	2.50

REDEMPTION
CACTUS GAME DESIGN–1995

Full Set (300 cards)	$200.00	250.00
Starter Dual Deck (100 cards)	7.00	9.00
Starter Box (6 dual decks)	80.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00

THE PROPHETS EXPANSION
CACTUS GAME DESIGN–1996

Full Set (106 cards including 1 variant)	60.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00

RED ZONE
DONRUSS–1995

Full Set (336 cards)	$200.00	300.00
Starter Deck (80 cards)	7.00	10.00
Starter Dual Deck(160 cards)	14.00	20.00
Starter Box (5 dual decks)	70.00	100.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Unlisted Very Common cards	.05	.20
Unlisted Common cards	.15	.75
Unlisted Uncommon cards	.75	2.00
Unlisted Rare cards	1.50	3.00

Aikman, Troy	R	7.00	10.00
Allen, Marcus	U	1.50	2.50
Bennett, Cornelius	R	2.00	4.00
Bennett, Edgar	R	2.00	4.00
Bledsoe, Drew	U	4.00	6.00
Bono, Steve	C	.75	1.25
Brown, Dave	C	.50	1.00
Brown, Gary	U	1.25	2.50
Brown, Tim	R	2.00	4.00
Bruce, Isaac	C	1.00	2.00
Coates, Ben	R	2.00	4.00
Conway, Curtis	C	.75	1.25
Cunningham, Randall	U	1.50	3.00
Dilfer, Trent	U	1.50	3.00
Ellard, Henry	R	2.00	3.00
Elway, John	R	5.00	8.00
Esiason, Boomer	C	.50	1.00
Everett, Jim	U	1.00	2.00
Faulk, Marshall	R	12.00	18.00
Floyd, William	U	1.00	2.00
George, Jeff	R	5.00	8.00
Greene, Kevin	R	4.00	6.00
Haley, Charles	R	2.00	4.00
Hampton, Rodney	C	.75	1.50
Hanks, Merton	R	2.00	4.00
Harbaugh, Jim	U	1.50	2.50
Hearst, Garrison	U	1.25	2.00
Hostetler, Jeff	C	.50	1.00
Hurst, Maurice	R	3.00	4.00
Irvin, Michael	R	3.00	5.00
Ismail, Rocket	R	2.00	3.00
Johnson, Charles	U	1.25	2.50
Johnson, D.J.	R	2.00	3.00
Kelly, Jim	R	4.00	6.00
Kirby, Terry	R	2.00	4.00
Lloyd, Greg	R	5.00	8.00
Marino, Dan	R	12.00	20.00
Martin, Tony	U	1.25	2.50
Mathis, Terance	R	2.00	4.00
McDuffie, O.J.	U	1.25	2.50
Means, Natrone	R	3.00	4.00
Miller, Anthony	R	2.00	4.00
Mirer, Rick	U	1.50	2.50
Mitchell, Scott	C	.25	.75
Moon, Warren	R	3.00	5.00
Moore, Herman	R	5.00	8.00
Norton, Ken	R	3.00	5.00
Novacek, Jay	R	3.00	4.00
O'Donnell, Neil	C	.75	1.50
Parmalee, Bernie	C	.75	1.25
Perrimann, Brett	U	1.25	2.50
Pickens, Carl	U	2.00	3.00
Reed, Andre	R	2.00	4.00
Rhett, Errict	C	1.50	2.50
Rice, Jerry	R	7.00	10.00
Sanders, Barry	R	7.00	10.00
Scott, Darnay	R	4.00	6.00
Seau, Junior	R	3.00	5.00
Shuler, Heath	U	2.00	3.00
Smith, Bruce	R	2.00	4.00
Taylor, John	R	2.00	4.00
Warren, Chris	R	4.00	6.00
White, Reggie	R	4.00	6.00
Williams, Harvey	C	.50	1.00
Woodson, Rod	R	3.00	5.00
Young, Steve	R	7.00	12.00

RED ZONE EXPANSION
DONRUSS–1996

Full Set (98 cards)	$50.00	75.00	
Booster Pack (12 cards)	2.00	2.50	
Booster Box (36 packs)	70.00	85.00	
Allen, Terry	R	2.00	3.00
Bettis, Jerome	U	1.00	2.00
Blake, Jeff	U	2.00	3.00
Carrier, Mark	R	1.25	2.50
Carter, Ki-Jana	R	2.00	4.00
Clark, Vinnie	R	1.25	2.50
Collins, Kerry	U	3.00	4.00
Davis, Terrell	U	1.50	2.50
Favre, Brett	UR	7.00	12.00
Galloway, Joey	R	3.00	5.00
Green, Eric	R	1.50	3.00
Harper, Alvin	UR	2.50	3.50
Howard, Desmond	R	1.25	2.50
Kaufman, Napoleon	U	.75	1.50
Joyner, Seth	R	1.50	3.00
Martin, Curtis	C	1.25	2.50
Metcalf, Eric	U	1.50	3.00
Morris, Bam	U	1.00	2.00
Paup, Bryce	UR	3.00	5.00
Potts, Roosevelt	R	1.25	2.50
Rison, Andre	R	1.50	3.00
Salaam, Rashaan	R	3.00	5.00
Sanders, Deion	UR	7.00	12.00
Sanders, Frank	R	2.00	3.00
Sargent, Kevin	R	2.00	3.00
Smith, Emmitt	UR	8.00	15.00
Stewart, Kordell	UR	5.00	7.00
Thomas, Henry	R	1.25	2.50
Watters, Ricky	UR	2.50	3.50
Westbrook, Michael	U	1.50	2.50
Wheatley, Tyrone	U	.75	1.50

RUINSWORLD
MEDALLION SIMULATIONS–1996

Full Set (213 cards)	•	•
Starter Deck (65 cards)	9.00	10.00
Starter Box (10 boxes)	80.00	95.00
Atack Rune	R	4.00	6.00
Great Red Dragon	R	3.00	5.00
Gregors Dagger	R	3.00	5.00
Horn of Sounding	R	3.00	5.00
Survival Gear	R	4.00	6.00

SHADOWFIST
DAEDALUS GAMES–1995

Full Limited Set (323 cards)	$200.00	275.00
Full Standard Set (324 cards)	200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (38 packs)	85.00	110.00

Limited & Standard are same price.

Draco	R	12.00	18.00
Homo Omega	R	12.00	20.00
Kinoshita House	R	10.00	15.00
Soul Maze	R	10.00	15.00
Zheng Yi Quan	R	12.00	18.00

NETHERWORLD EXPANSION
DAEDALUS GAMES–1995

Full Set (134 cards)	$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Furious George	R	7.00	10.00
Ice Pagoda	R	7.00	10.00
Ice Shards	R	7.00	10.00
Ting Ting	R	8.00	12.00
Zebotelho	R	8.00	12.00

SIMCITY
MAYFAIR GAMES–1995

Full Set (517 cards)	$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

CHICAGO EXPANSION
MAYFAIR GAMES–1996

Full Factory Set (120 cards)	$14.00	16.00
Starter Dual Deck (120 cards)	14.00	16.00
Starter Box (6 dualdecks)	80.00	90.00

SPELLFIRE
TSR–1994

Ful 1st Ed. Set (445 cards including 25 booster exclusive cards)	$150.00	225.00
1st Ed.. Starter Dual (110 cards)	8.00	10.00
1st Ed. Starter Box (6 dual decks)	450.00	60.00
1st Ed. Booster Pack (15 cards)	1.25	1.50
1st Ed. Booster Box (36 packs)	40.00	50.00
Full No Ed. Set (400-Cons Only)	•	•
No Ed. Starter Deck (55 cards)	•	•
No Ed. Starter Box (10 decks)	•	•
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Ed. Starter Deck (110 cards)	8.00	10.00
2nd Ed. Starter Box (6 duals)	45.00	60.00
2nd Ed. Booster Pack (15 cards)	1.50	1.75
2nd Ed. Booster Box (36 packs)	50.00	60.00
Full 3rd Edition Set (420 cards)	125.00	175.00
3rd Ed. Starter Deck (110 cards)	8.00	10.00
3rd Ed. Starter Box (6 dual decks)	45.00	60.00
3rd Ed. Booster Pack (15 cards)	1.25	1.75
3rd Ed. Booster Box (36 packs)	45.00	55.00
Invisibility	R	1.50	2.50
Midnight Goddess of Magic	R	1.50	2.50
Potion of Firebreathing	R	1.50	2.50
Siege!	R	1.50	2.50
So-ut	R	1.50	2.50

SET 2–RAVENLOFT

Full Set (100 cards)	$80.00	110.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

SET 3–DRAGONLANCE
TSR–1994

Full Set (100 + 25 Chase cards)	$75.00	100.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

SET 4–FORGOTTEN REALMS
TSR–1994

Full Set (100 + 25 Chase cards)	$90.00	130.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 5–ADV. DUNGEONS & DRAGONS ARTIFACTS
TSR–1995

Full Set (100 + 20 Chaes cards)	$75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 6–ADV. DUNGEONS & DRAGONS POWERS
TSR–1995

Full Set (100 + 20 Chase cards)	$75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 7–UNDERDARK
TSR–1995

Full Set (100 + 25 Chase cards)	$75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 8–RUNES & RUINS
TSR–1996

Full Set (100 + 25 Chase cards)	$75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

SET 9–BIRTHRIGHT
TSR–1996

Full Set (100 + 25 Chase cards)	$75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

STAR OF THE GUARDIANS–DEADMAN'S SWITCH

STAR OF THE GUARDIANS
MAGFORCE 7–1995

Full Set (285 cards)	$100.00	150.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (14 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

STAR QUEST: THE REGENCY WARS
COMIC IMAGES–1995

Full Set (325 cards)	$250.00	375.00
Starter Deck (53 cards)	8.00	10.00
Starter Box (10 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	85.00	100.00

STAR TREK: THE NEXT GENERATION LIMITED
DECIPHER–1994

Full Set (363 cards)	$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	8.00	12.00

• PRICE NOT AVAILABLE

Booster Box (36 packs)		250.00	400.00
Unlisted Common cards		.15	.50
Unlisted Common Personnel cards		.75	1.50

Cards are black-bordered.

Albert Einstein	R	5.00	8.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	5.00	8.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	4.00	6.00
Alyssa Ogawa	U	1.25	2.00
Amanda Rogers	U	1.50	2.50
Amarie	U	1.25	2.00
Ancient Computer	R	8.00	12.00
Anti-Time Anomaly	R	6.00	10.00
Armus–Skin of Evil	R	8.00	12.00
Auto-Destruct Sequence	C	1.50	2.50
Avert Disaster	R	4.00	6.00
Ba'el	U	2.25	3.00
B'Etor	R	10.00	15.00
Barclay's Protoplasmic Disease	R	6.00	10.00
Betazoid Gift Box	R	8.00	12.00
Beverly Crusher	R	18.00	25.00
Bochra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynars Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Crosis	R	8.00	12.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.50	5.00
Cytherians	R	4.00	6.00
Data	R	30.00	40.00
Deanna Troi	R	20.00	30.00
Devil, The	R	7.00	10.00
Devinoni Ral	U	1.50	2.50
Devoras	R	8.00	12.00
Distortion Field	U	1.50	2.50
Distortion of…Continuum	U	2.25	3.00
Divok	C	1.50	2.50
Dr. La Forge	R	5.00	7.00
Dr. Leah Brahms	R	5.00	7.00
Dr. Selar	U	1.50	2.50
Dukath	C	1.50	2.50
Duras	R	8.00	12.00
El-Adrel Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etana Jol	U	1.50	2.50
Evacuation	U	1.50	2.50
Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.25	2.00
Explore Black Cluster	R	2.50	3.50
Explore Dyson Sphere	R	3.50	5.00
Explore Typhone Expanse	R	3.25	4.00
Expose Covert Supply	U	1.50	2.50
Extraction	R	5.00	8.00
Federation Outpost	C	1.25	2.00
Fek'Ihr	U	1.50	2.50
First Contact	U	1.50	2.50
Fleet Admiral Shanthi	U	1.50	2.50
Full Planet Scan	U	2.25	3.00
Gaps in Normal Space	U	1.25	2.00
Genetronic Replicator	U	2.25	3.00
Geordi La Forge	R	18.00	25.00
Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	18.00
Gravitic Mine	U	1.50	2.50
Haakona	R	8.00	12.00
Hannah Bates	U	1.25	2.00
Holo-Projectors	U	1.25	2.00
Hologram Ruse	U	1.50	2.50
Honor Challenge	R	5.00	8.00
Horga'hn	R	12.00	18.00
Hugh	R	12.00	18.00
Hunt for DNA Program	R	3.50	5.00
Husnock Ship	U	2.25	3.00
Hyper-Aging	U	1.50	2.50
I.K.C. Bortas	R	8.00	10.00
I.K.C. Buruk	R	7.00	10.00
I.K.C. Hegh'ta	R	7.00	10.00
I.K.C. K'Vort	C	1.50	2.50
I.K.C. Pagh	R	7.00	10.00
I.K.C. Qu'Vat	R	7.00	10.00
Iconia Investigation	R	3.50	5.00
Incoming Message–Federation	U	3.25	4.00
Incoming Message–Klingon	U	2.25	3.00
Incoming Message–Romulan	U	2.25	3.00
Interphase Generator	R	8.00	12.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	2.25	3.00
Jaglon Shrek–Info Broker	R	5.00	8.00
Jean-Luc Picard	R	40.00	60.00
Jenna D'Sora	U	1.50	2.50
Jo'Bril	U	1.25	2.00
Kahless	R	6.00	10.00
Kargan	R	5.00	8.00
K'Ehleyr	R	7.00	10.00
Kell	U	1.50	2.50
Kevin Uxbridge	U	1.50	2.50
Khazara	R	8.00	12.00
Khitomer Research	R	3.50	5.00
Kivas Fajo–Collector	U	2.25	3.00
Klingon Death Yell	R	6.00	10.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Ktarian Game	R	4.00	6.00
Kurak	R	5.00	8.00
Kurlan Naikos	R	8.00	12.00
Kurn	R	7.00	10.00
K'Vada	U	1.25	2.00
L'Kor	U	1.25	2.00
Leah Brahms	R	5.00	8.00
Life-Form Scan	U	1.50	2.50
Lore Returns	R	8.00	12.00
Lore's Fingernail	R	7.00	10.00
Lursa	R	10.00	15.00
Lwaxanna Troi	R	8.00	12.00
McKnight	C	1.50	2.50
Medical Relief	R	3.50	5.00
Medical Tricorder	C	1.25	2.00
Mendak	R	6.00	10.00
Mercenary Ship	C	2.25	3.00
Mirok	U	1.50	2.50
Morgan Bateson	R	5.00	8.00
Mot the Barber	U	1.50	2.50
Movar	U	1.50	2.50
Nagilum	R	6.00	8.00
Narik	C	2.25	3.00
Near-Warp Transport	U	1.25	2.00
Neela Daren	R	8.00	12.00
Neural Servo Device	U	1.50	2.50
New Contact	R	3.50	5.00
Nikolai Rozhenko	U	1.50	2.50
Nitrium Metal Parasites	U	2.25	3.00
Norah Satie	U	1.50	2.50
Nu'Daq	U	1.50	2.50
Null Space	U	1.50	2.50
Nutational Shields	U	1.25	2.00
N'Vek	U	1.25	2.00
Ocett	U	2.25	3.00
Pardek	U	2.25	3.00
Parem	U	1.50	2.50
Pegasus Search	R	3.50	5.00
Pi	R	5.00	8.00
Plunder Site	U	1.50	2.50
Portal Guard	U	1.25	2.00
Q	R	10.00	15.00
Q2	U	3.50	5.00
Radioactive Garbage Scow	U	1.50	2.50
Raise the Stakes	U	1.25	2.00
Rebel Encounter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinations	U	2.25	3.00
Restore Errant Moon	U	2.25	3.00
Richard Galen	R	5.00	8.00
Riva	U	1.50	2.50
Ro Laren	R	8.00	12.00
Roga Danar	R	10.00	15.00
Sarek	R	10.00	15.00
Sarjenka	R	4.00	6.00
Sarthong Plunder	R	3.25	4.00
Satelk	R	7.00	10.00
Secret Salvage	U	1.50	2.50
Seek Life-form	R	3.50	5.00
Sela	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sirna Kolrami	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.25	4.00
Study Lonka Pulsar	R	3.50	5.00
Study Nebula	R	3.50	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
Taibak	U	1.25	2.00
Tam Elbrun	R	6.00	10.00
Tarellian Plague Ship	U	1.50	2.50
Tasha Yar	R	10.00	15.00
Tebok	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	10.00	15.00
Time Travel Pod	R	5.00	8.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Toq	U	1.25	2.00
Torak	U	1.50	2.50
Toral	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Uthat	R	8.00	12.00
T'Pan	U	1.50	2.50
Transwarp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsiolkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Brittain	R	8.00	12.00
U.S.S. Enterprise	R	30.00	50.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	8.00	12.00
U.S.S. Phoenix	R	8.00	12.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Vagh	U	1.50	2.50
Varon-T Disruption	R	8.00	12.00
Vash	R	8.00	10.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gol	R	12.00	18.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	18.00	25.00
William T. Riker	R	20.00	30.00
Wind Dancer	R	4.00	6.00
Worf	R	20.00	30.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER–1995

Full Set (363 cards)		$225.00	300.00
Starter Deck (60 cards)		7.00	10.00
Starter Box (12 decks)		80.00	110.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards)		$70.00	100.00
Booster Pack (15 cards)		2.75	3.25
Booster Box (36 packs)		90.00	110.00
Unlisted Common cards		.05	.30
Unlisted Common Personnel cards		.50	1.50
Unlisted Uncommon cards		1.00	2.50

Berlingoff Rasmussen	R	3.00	5.00
Beverly Picard	R	9.00	12.00
Brute Force	R	7.00	10.00
Coalescent Organism	R	3.00	5.00
Commander Tomalak	R	3.00	5.00
Compromised Mission	R	4.00	6.00
Cryosatellite	R	7.00	10.00
Data's Head	R	5.00	8.00
Dathon	R	3.00	5.00
Decius	R	6.00	9.00
Devidian Doorway	R	8.00	12.00
Diplomatic Conference	R	3.00	5.00
Echo Papa 607 Killer Drone	R	4.00	6.00
Edo Vessel	R	6.00	8.00
FGC-47 Research	R	7.00	10.00
Fissure Research	R	3.00	5.00
Future Enterprise	UR	40.00	70.00
Gomtuu	R	6.00	9.00
Governor Worf	R	10.00	15.00
I.K.C. Fek'Ihr	R	4.00	6.00
Ian Andrew Troi	R	3.00	5.00
Iconian Gateway	R	7.00	10.00
Interrogation	R	3.00	5.00
Jack Crusher	R	3.00	5.00
K'mtar	R	3.00	5.00
Lakanta	U	2.00	4.00
Lt. (j.g.) Picard	U	3.00	5.00
Major Rakal	R	3.00	5.00
Ophidian Cane	R	3.00	5.00
Quash Conspiracy	R	4.00	6.00
Rachel Garrett	R	3.00	5.00
Receptacle Stones	R	3.00	5.00
Ressikan Flute	R	3.00	5.00
Reunion	R	7.00	10.00
Revolving Door	R	3.00	5.00
Risa Shore Leave	R	3.00	5.00
Samuel Clemens' Pocketwatch	R	6.00	9.00
Seize Wesley	R	4.00	7.00
Stefan DeSeve	R	4.00	6.00
Tasha Yar-Alternate	R	4.00	7.00
U.S.S. Enterprise-C	R	10.00	15.00
Vorgon Raiders	R	3.00	5.00
Warped Space	R	3.00	5.00
Wartime Conditions	R	3.00	5.00

STAR WARS–LIMITED EDITION

DECIPHER–1995

Full Set (324 cards)	$350.00	450.00
Starter Deck (60 cards)	9.00	10.00
Starter Deck Box (10 decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Common cards	.10	.40

Cards are black-bordered.

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	1.00	2.00
Beggar	R	4.00	6.00
Beru Lars	U	1.00	2.00
Beru Strew	U	1.00	2.00
Biggs Darklighter	R	5.00	8.00
Black 2	R	4.00	6.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	4.00	6.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	35.00
Caller	U	1.00	2.00
Cantina Brawl	R	4.00	6.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	4.00	6.00
Colonel Wullf Yularen	U	1.50	2.50
Commander Praji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	4.00	6.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	4.00	6.00
Darth Vader	R	25.00	50.00
Dathcha	U	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 Mil.Corr.	U	1.50	2.50
Death Star Plans	R	4.00	6.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00
Demotion	R	2.00	4.00
Devastator	R	10.00	15.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Puhr	R	2.00	4.00
Don't Get Cocky	R	4.00	6.00
Dr. Evazan	R	4.00	7.00
DS-61-2	U	1.50	2.50
DS-61-3	R	4.00	6.00
Dutch	R	4.00	7.00
EG-6	U	1.00	2.00
Elis Helrot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Feltipern Trevagg	U	1.50	2.50
Figrin D'an	U	1.00	2.00
5D6-RA-7	R	4.00	6.00
Force is Strong With this One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garindan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	R	3.00	5.00

price guide

WENT UP | WENT DOWN | HEAVILY TRADED

Gift of the Mentor	R	4.00	6.00
Gold 1	R	2.00	4.00
Gold 5	R	2.00	4.00
Grand Moff Tarkin	R	10.00	18.00
Gravel Storm	U	1.00	2.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	20.00	40.00
Help Me Obi-Wan Kenobi	R	4.00	7.00
How Did We...this Mess?	U	1.00	2.00
Hydroponics Station	U	1.00	2.00
I Find Your...Disturbing	R	4.00	6.00
I Have You Now	R	2.00	4.00
I've Lost Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	1.50	2.50
Into...Chute, Flyboy	R	2.00	4.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	4.00	6.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	2.00	4.00
Kabe	U	1.50	2.50
Kal'Falnl C'ndros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kitik Keed'kak	R	4.00	6.00
K'lor'slug	R	4.00	6.00
Krayt Dragon Howl	R	4.00	6.00
Labria	R	2.00	4.00
Laser Projector	U	1.00	2.00
Lateral Damage	R	2.00	4.00
Leesub Sirln	R	2.00	4.00
Leia Organa	R	20.00	40.00
Leia's Back	U	1.00	2.00
Leia's Sporting Blaster	U	1.50	2.50
Lieutenant Tanbris	U	1.00	2.00
Light Repeating Blaster Rifle	R	4.00	6.00
Lightsaber Proficiency	R	5.00	8.00
Limited Resources	U	1.00	2.00
Local Trouble	R	4.00	6.00
Lone Pilot	R	2.00	4.00
Lone Warrior	R	2.00	4.00
Look Sir, Droids	R	4.00	7.00
LUKE! LUUUKE!	U	1.50	2.50
Luke Seeker	R	3.00	5.00
Luke's Back	U	1.00	2.00
Luke Skywalker	R	20.00	40.00
Luke's X-34 Landspeeder	U	1.50	2.50
Mantellian Savrip	R	2.00	4.00
M'iiyoom Onith	U	1.00	2.00
Millennium Falcon	R	15.00	25.00
Molator	R	4.00	6.00
Momaw Nadon	U	1.00	2.00
Moment of Triumph	R	2.00	4.00
Move Along	R	4.00	6.00
MSE-6 "Mouse" Droid	U	1.50	2.50
Myo	R	2.00	4.00
Nabrun Leids	U	1.00	2.00
Nevar Yalnal	R	2.00	4.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	2.00	4.00
Obi-Wan Kenobi	R	18.00	35.00
Obi-Wan's Cape	R	4.00	7.00
Obi-Wan's Lightsaber	R	4.00	7.00
Observation Holocam	U	1.00	2.00
On the Edge	R	2.00	4.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	1.00	2.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	4.00	6.00
Plastoid Armor	U	1.00	2.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red Leader	R	4.00	6.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	4.00	6.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
Send a Detachment Down	R	4.00	6.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Sunsdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	4.00	6.00
Traffic Control	U	1.00	2.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	2.00	4.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Utinni!	R	4.00	6.00
Utinni!	R	4.00	6.00
Vader's Custom TIE	R	4.00	7.00
Vader's Eye	R	4.00	7.00
Vader's Lightsaber	R	8.00	12.00
Warrior's Courage	R	2.00	4.00
We're All Gonna ...Thinner!	R	4.00	6.00
WED-9-M1 Bantha Droid	R	2.00	4.00
WED15-1662 Treadwell Drd.	R	2.00	4.00
Wioslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Wuher	U	1.00	2.00
Yavin 4: Jungle	U	1.00	2.00
Yavin 4: Massasi War Rm.	U	1.00	2.00
Yavin 4: Massassi Throne Rm.	R	4.00	6.00
Yavin Sentry	U	1.00	2.00
Yerka Mig	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers...Old Man	R	4.00	6.00

STAR WARS-UNLIMITED EDITION

PARKER BROTHERS/DECIPHER–1996

Full Set (330 cards including 6 new, exclusive cards) ..... $300.00 ... 400.00
Starter Dual Deck (120 cards) ... 18.00 ... 20.00
Starter Box (5 dual decks) ..... 90.00 ... 100.00
Booster Pack (15 cards) ..... 3.00 ..... 3.50
Booster Box ..... NOT AVAILABLE
(Booster Packs are found one per dual deck.)
Cards are white-bordered.

SUPER DECK!

CARD SHARKS–1994

Full Set (160 cards) ..... $30.00 ... 50.00
Starter Deck (60 cards) ..... 3.00 ... 5.00
Starter Box (10 decks) ..... 30.00 ... 50.00

SUPER NOVA

HEARTBREAKER HOBBIES–1995

Full Set (165 cards) ..... $40.00 ... 60.00
Booster Pack (18 cards) ..... 2.75 ... 3.25
Booster Box (36 packs) ..... 90.00 ... 110.00

TOP OF THE ORDER

DONRUSS– 1995

Full Set (336 cards) ..... $200.00 ... 300.00
Starter Deck (80 cards) ..... 7.00 ... 10.00
Starter Dual Deck (160 cards) ... 14.00 ... 20.00
Starter Box (5 dual decks) ..... 70.00 ... 100.00
Booster Pack (12 cards) ..... 2.00 ... 2.50
Booster Box (36 packs) ..... 70.00 ... 85.00
Unlisted Very Common cards ..... .05 ..... .20
Unlisted Common cards ..... .15 ..... .75
Unlisted Uncommon cards ..... .75 ... 2.00
Unlisted Rare cards ..... 1.50 ..... 3.00

Alomar, Roberto	R	4.00	6.00
Alomar, Sandy Jr.	R	2.00	4.00
Alou, Moises	R	2.00	4.00
Baerga, Carlos	R	4.00	6.00
Bagwell, Jeff	U	2.50	3.50
Belle, Albert	R	8.00	12.00
Bichette, Dante	R	2.50	4.00
Boggs, Wade	R	3.00	4.00
Bonds, Barry	R	6.00	10.00
Canseco, Jose	U	1.50	2.50
Carter, Joe	R	3.00	4.00
Clark, Will	R	3.00	4.00
Clemens, Roger	U	.75	1.50
Eckersley, Dennis	C	.60	1.25
Edmonds, Jim	R	3.00	4.00
Fielder, Cecil	U	1.25	2.50
Glavine, Tom	U	1.50	2.50
Gonzalez, Juan	C	.75	1.50
Grace, Mark	R	2.00	3.00
Griffey, Ken Jr.	R	12.00	20.00
Guillen, Ozzie	R	2.00	3.00
Gwynn, Tony	R	5.00	8.00
Henderson, Rickey	U	1.25	2.50
Johnson, Randy	R	3.00	5.00
Jones, Chipper	C	6.00	8.00
Justice, David	R	2.50	4.00
Karros, Eric	R	2.00	3.00
Klesko, Ryan	U	2.00	3.00
Knoblauch, Chuck	R	2.00	3.00
Larkin, Barry	R	2.00	3.00
Lofton, Kenny	R	5.00	8.00
Maddux, Greg	R	12.00	20.00
Martinez, Edgar	R	2.00	4.00
Mattingly, Don	R	7.00	10.00
McGriff, Fred	R	3.00	5.00
McGwire, Mark	R	2.50	4.00
Molitor, Paul	C	.75	1.50
Mondesi, Raul	R	3.00	5.00
Murray, Eddie	R	2.00	3.00
Mussina, Mike	U	1.50	2.50
Nomo, Hideo	R	7.00	10.00
Palmeiro, Rafael	R	2.00	3.00
Piazza, Mike	R	6.00	10.00
Puckett, Kirby	R	6.00	8.00
Ramirez, Manny	R	6.00	9.00
Ripken, Cal	R	12.00	20.00
Rodriguez, Alex	C	.75	1.50
Salmon, Tim	R	2.00	3.00
Sanders, Deion	R	2.50	4.00
Sanders, Reggie	R	2.00	3.00
Sheffield, Gary	R	2.00	3.00
Smith, Ozzie	U	2.00	3.00
Smoltz, John	R	3.00	5.00
Sosa, Sammy	R	2.00	3.00
Thomas, Frank	R	12.00	20.00
Thome, Jim	R	3.00	5.00
Vaughn, Mo	R	4.00	6.00
Walker, Larry	R	2.00	3.00
Williams, Matt	R	4.00	6.00

TOWERS IN TIME

THUNDER CASTLE GAMES–1995

Full Set (150 cards) ..... $90.00 ... 150.00
Starter Deck (55 cards) ..... 7.00 ... 8.00
Starter Box (12 decks) ..... 65.00 ... 80.00
Booster Pack (8 cards) ..... 1.25 ... 1.75
Booster Box (60 packs) ..... 75.00 ... 100.00

ULTIMATE COMBAT!

ULTIMATE GAMES–1995

Full Set (150 cards) ..... $75.00 ... 110.00
Starter Deck (60 cards) ..... 7.00 ... 9.00
Starter Box (10 decks) ..... 70.00 ... 90.00
Booster Pack (15 cards) ..... 2.00 ... 3.00
Booster Box (36 packs) ..... 70.00 ... 90.00

VAMPIRE: THE ETERNAL STRUGGLE

WIZARDS OF THE COAST–1995

Full Set (436 cards) ..... $225.00 ... 300.00
Starter Deck (76 cards) ..... 8.00 ... 10.00
Starter Box (10 decks) ..... 80.00 ... 100.00
Booster Pack (19 cards) ..... 2.50 ..... 3.00
Booster Box (36 packs) ..... 75.00 ... 90.00

DARK SOVEREIGNS EXPANSION

WIZARDS OF THE COAST–1995

Full Set (173 cards) ..... $90.00 ... 125.00
Booster Pack (15 cards) ..... 2.00 ... 2.50
Booster Box (36 packs) ..... 70.00 ... 85.00

WILDSTORMS

WILDSTORM PRODUCTIONS–1995

Full Set (315 cards) ..... $250.00 ... 350.00
Starter Deck (60 cards) ..... 7.00 ..... 9.00
Starter Box (12 decks) ..... 75.00 ... 95.00
Booster Pack (15 cards) ..... 2.00 ..... 2.50
Booster Box (36 packs) ..... 70.00 ... 85.00

Lynch	R	8.00	12.00
Mysterious Disappearance	R	8.00	12.00
Old Rivalry Resurfaces	R	6.00	10.00
Pitt	R	8.00	12.00
Second Wind	R	4.00	8.00

CONFLICT! EXPANSION

WILDSTORM PRODUCTIONS–1996

Full Set (150 cards) ..... $80.00 ... 100.00
Booster Pack (15 cards) ..... 2.00 ..... 2.25
Booster Box (36 packs) ..... 70.00 ... 80.00

Angela	UR	10.00	15.00
Ash	UR	8.00	12.00
Avengelyne	UR	10.00	15.00
Caitlin Fairchild	UR	10.00	15.00
Coda Voodoo	UR	8.00	12.00
Glory	UR	8.00	12.00
Homage Studios	UR	8.00	12.00
Mindblast	R	5.00	8.00
Rainmaker	UR	8.00	12.00
Recharging The Deck	R	4.00	7.00
Roxy "Freefall"	UR	10.00	15.00
Timeline Manipulator	R	5.00	8.00

WING COMMANDER-MANEUVER

WING COMMANDER

MAG FORCE 7–1995

Full Set (300 cards) ..... $125.00 ... 175.00
Starter Deck (65 cards) ..... 7.00 ..... 9.00
Starter Box (12 decks) ..... 80.00 ... 100.00
Booster Pack (15 cards) ..... 2.00 ..... 3.00
Booster Box (36 packs) ..... 70.00 ... 100.00

WYVERN

U.S. GAMES SYSTEMS–1994

Full Premiere Set (135 cards) $300.00 ... 400.00
Full Limited Set (239 cards) ... 350.00 ... 450.00
Full Kingdom Edition (277 cards; #240-277 are Phoenix Starter Deck exclusives) ..... • ..... •
Starter Deck (60 cards) ..... 7.00 ... 9.00
Starter Box (12 decks) ..... 75.00 ... 110.00
Booster Pack (15 cards) ..... 2.00 ... 3.00
Booster Box (36 packs) ..... 75.00 ... 110.00

All editions are same price.

Gold Card	UR	75.00	150.00
Silver Card	UR	40.00	60.00

PHOENIX EXPANSION

U.S. GAMES SYSTEMS–1995

Full Set (90 cards) ..... $50.00 ... 80.00
Booster Pack (8 cards) ..... 1.25 ... 1.75
Booster Box (60 packs) ..... 85.00 ... 95.00

CHAMELEON EXPANSION

U.S. GAMES SYSTEMS–1996

Full Set (90 cards) ..... • ..... •
Booster Pack (8 cards) ..... 1.25 ... 1.75
Booster Box (60 packs) ..... 85.00 ... 95.00

Key • PRICE NOT AVAILABLE

InQuest checklist

FASTBREAK

WILDSTORM- 1996

Full Set (300 cards + 8 chase cards)

The B that precedes the rarity indicates that is found in booster packs only, while the S rarity indicates those cards are found in starter decks only.

Name	Rarity
❑ Aaron "Money" Brooks	BR
❑ Abe Stass	S
❑ Aggressive Move	C
❑ Air Ball!	U
❑ Air Horn	U
❑ Albert "Agreeable Al" Madison	S
❑ A Little Shove	C
❑ Alley Oop!	U
❑ Amazing Defense	U
❑ Announcer Snaps	R*
❑ A Not-So-Little Shove	C
❑ Anthony "Duke" Softway	S
❑ Antonio Baka-Guy	BR
❑ "Arctic" Alexander Koi	BR
❑ Arik "The Lion" Maurois	S
❑ Attack the Ball	C
❑ Backdoor Layup	C
❑ Backdoor Pass	C
❑ "Bad" Bart Zuckerman	BU
❑ Bad Call	R
❑ Bam!	U
❑ Baseball Pass	U
❑ Bat Away	C
❑ Bear Hug	C
❑ Behind-the-Back Pass	C
❑ Bench Glue	R
❑ Bert Geiger "Counter"	S
❑ Between the Legs	C
❑ Bobbled Pass	C
❑ Bobby Burket	BC
❑ Body Contact	C
❑ Bottoms, Baby!	U
❑ Bounce Pass	C
❑ Bram "The Count" Dawkins	S
❑ Break Free	U
❑ Break Loose	U
❑ Bribe Player	R
❑ Bribe Ref	R
❑ Brick Bradley	BC
❑ Brick	C
❑ Bullet	C
❑ Bump and Grab	C
❑ Chanting Fans	U
❑ Charge!	C
❑ Cheerleaders	U
❑ Chest Pass	C
❑ Chet Miles	S
❑ Chris Pitzer	BU
❑ Coast to Coast	C
❑ Concentration	U
❑ Continuation	U
❑ Corey "The Flea" Salko	Ch
❑ Crowd Riot	R
❑ Cut the Lights	U
❑ Dale Sample	S
❑ Daniel "Alamo" Crockett	S
❑ Daryl "No Stress" Wessner	Ch
❑ Dave "The Kid" McCann	Ch
❑ Dead Ball	R
❑ Devon "The Mouth" Haskins	BR
❑ Dish	C
❑ Dish Out	C
❑ Donte Moulton	Ch
❑ Double Pump	C
❑ Draw Charge	C
❑ Drive the Lane	C
❑ Dustin "Thor" Kelley	S
❑ Eugene Schmidt	S
❑ Fadeaway Jumper	C
❑ Fast Break	C
❑ "Feral" Kerwyn Faust	BU
❑ Find the Open Man	C
❑ Finger Roll	C
❑ Flash Bulbs	U
❑ Foot Block	C
❑ Force Double Dribble	C
❑ Force Out	C
❑ Force Travel	C
❑ "Freaky" Fergus Williams	S
❑ Fred "Moon" Mullin	BR
❑ Freddie Fraser	S
❑ From Out of Nowhere!	U
❑ Gahiji "The Hunter" Eduvala	S
❑ Gambling Spectators	U
❑ Garth Neal	S
❑ Get Back!	U
❑ Give and Go	C
❑ Goaltending	R
❑ Goggles Murphy	BC
❑ Good "D"	C
❑ Good Rhythm	U
❑ Goonie Smith	S
❑ Grab It!	R
❑ Grab the Ball	C
❑ Great Inbounds Pass	C
❑ Great Plan	R
❑ Hack	C
❑ Haglev "The Viking" Petterson	S
❑ Hand Check	C
❑ Handoff	C
❑ Hands in the Face	C
❑ Hands Like Glue	U
❑ Hands Up!	C
❑ Harass	R
❑ Head Fake	C
❑ Head-Bounce Pass	C
❑ Heckling Fan	U
❑ Helga Mishkov	BC
❑ Henry "Hank" Hills	S
❑ Hit the Boards	R
❑ Hook Shot	C
❑ Hoop Him!	R
❑ Hot from 3-Point Land!	U
❑ Hugh Jeego	BC
❑ Ibrahim Mpalesu	BC
❑ Ice Patch	R
❑ I Don't Think So!	R
❑ Incredible "D"	C
❑ In the Zone	U
❑ In Your Face!	U
❑ Reach In	C
❑ Inspirational Speech	R
❑ Inspired Coaching	R
❑ Intentional Foul	U
❑ Interception!	U
❑ It's Outta Here!	U
❑ Ivan Dawson	BC
❑ Jam	C
❑ Jeff "Blanky" Blankenhorn	BU
❑ Jeremy "Whiz Kid" Singer	Ch
❑ Jerome Starr	S
❑ Jethro McCoy	BC
❑ Jimmy "Butta" Buck	BR
❑ Jimmy Jelks	BR
❑ John Shlump	BU
❑ John Uhrich	S
❑ Joseph Deo	BC
❑ Juke	C
❑ Jump Shot	C
❑ Jumping Jacks	C
❑ Kalomo Johnson	BC
❑ Karim Bull	S
❑ Kill the Mascot!	U
❑ Kimball "The Lid" Edson	S
❑ Kiss the Glass	C
❑ Knock 'em Down	U
❑ Knock Away	C
❑ Kris "The Knife" Oprisko	BR
❑ Kurt "Stony" Steiner	S
❑ Laurie Mackenzie	BU
❑ Layup	C
❑ Legendary Coaching	U
❑ Leslie Childs	S
❑ "Li'l" Petey Lengle	BC
❑ Lob	C
❑ Look, Up in the Sky!	U
❑ Lothar Held	S
❑ "Mad" Mike Geisler	S
❑ Magnetized Ball	R
❑ Make Your Own Luck	R
❑ Marshall King	BR
❑ Marvelous Defense	U
❑ Mascot Attacks!	R
❑ Mascot Subs In	U
❑ Matt Forbeck	S
❑ Max "The Head" Lewitt	S
❑ Meleke Kalamua	S
❑ Men in Black, The	R
❑ Mikhail "Little Bear" Pushkin	BC
❑ Monster Block	U

FASTBREAK-MONSTER DUNK

❑ Monster Dunk	U
❑ Montel "The Master" Turner	BR
❑ Move the Ball	C
❑ Mykl "Lucky 7" Albano	Ch
❑ Myron "The Butcher" Simpson	BU
❑ "Mysterious" Malik Israel	BR
❑ New Hairdo	U
❑ Nik "The Accountant" Kolinsky	Ch
❑ No-Look Pass	U
❑ Noah Aigg	S
❑ Nuthin' But Net	U
❑ One-on-One	C
❑ Organ Music	U
❑ Orlando Rust	S
❑ Over the Back	C
❑ Overhead Pass	C
❑ Pat Faesslar	BR
❑ Paul Duffy	S
❑ Pekka Mekkenin	BR
❑ Perimeter Defense	U
❑ Phil "The Chief" Mancuso	S
❑ Pick & Roll	C
❑ Pick Fight!	R
❑ Pick His Pocket	U
❑ Play With Pain	R
❑ Poke in the Eye	C
❑ Pop a Trey	C
❑ Pop It Back Out	C
❑ Product Endorsement	R
❑ Protect the Ball	U
❑ Pull-Up Jumper	C
❑ Putback	C
❑ Qua'il Abubakker	BU
❑ Railroad	U
❑ Rainbow	U
❑ Razzle Dazzle	U
❑ Reach Around	C
❑ Rejected!	C
❑ Rexford "Ital" Anselm	S
❑ Rick "Loco" Loiko	BR
❑ Riki Shriver	S
❑ Rocket	U
❑ Roger "Ro-bot" Bot	BR
❑ Rogue Laser Show	R
❑ Ronnell "Dude" Childs	BR
❑ Russell "Sticks" Hoffman	S
❑ Sammy "Senior Sam" Humphries	BC
❑ Scoreboard Controls	R
❑ Scottie Finn	S
❑ Screen Play	C
❑ Sean Ang	S
❑ Sean Gender	S
❑ Second Wind	R
❑ Set Shot	C
❑ Shango "The Goat" Levallier	BC
❑ Shoe Contract	U
❑ Short Shot Clock	U
❑ Shot Clock Magic	U
❑ Shove and Take	U
❑ Show Character	R
❑ Sidearm Pass	C
❑ Sixto Velasquez	S
❑ Slam Dunk!	U
❑ Slap the Ball Free	C
❑ Slop	C
❑ Smack It Loose	C
❑ Smack!	C
❑ Snag Pass	C
❑ Snatch Pass	C
❑ Snowball Fight	R
❑ "Spacey" Shavon Lewis	BU
❑ Spaulding Sangwich	BC
❑ Spike the Water	R
❑ Spin	C
❑ Spring-Loaded Shoes	U
❑ Stanley Lee	S
❑ Stefan "Psycho" Hampton	S
❑ Stickum	U
❑ Sticky Fingers	U
❑ Strong Defense	C
❑ Stuff	C
❑ Stutter Step	C
❑ Sucker Punch	R
❑ Superb Defense	U
❑ Superstar Status	R
❑ Swat!	U
❑ Sweat Slick	R
❑ "Swervyn" Mervyn	S
❑ Swish!	U
❑ Tap Away	C
❑ Tap In	C
❑ Technical Foul	U
❑ Terrence Hollywood	BR
❑ Theo Pong	S
❑ Three Seconds	U
❑ Three-on-One	U
❑ Three-on-Three	C
❑ Three-on-Two	U
❑ Three-Point Play	U
❑ Throw a Chair	R
❑ Throw Elbow	C
❑ Throw Knee	C
❑ Tie Down	C
❑ Tim "Trey" Mitsky	BU
❑ Tip Play	C
❑ Tipped It	C
❑ Tipped Pass	C
❑ Tobias "The Gimp" Queck	S
❑ Tony "The Hawk" Ravenelli	BC
❑ Top of the Key	C
❑ Toss	C
❑ Touch Pass	U
❑ Tough "D"	C
❑ Trap	C
❑ Trifecta	U
❑ Trip	C
❑ TV Timeout	R
❑ Two-on-One	U
❑ Two-on-Two	C
❑ "Ugly" Ion Grotescu	BC
❑ Vernell Butterfield	BR
❑ Warner Jones	BC
❑ Wave, The	U
❑ Wesley Taitt	BU
❑ W. Harold Les	BU
❑ Who's Got the Ball?	R
❑ Wild Pass	C
❑ Will Hummer	S
❑ Windmilling	U
❑ Winston Carver	S
❑ Woody Bang	S
❑ Work Free	C
❑ Work Loose	C
❑ Work the Perimeter	U
❑ Wrestling Match	C
❑ Wrist Slap	C
❑ Yuri "Big Bear" Tretyak	Ch
❑ Zebra Jam!	R

checklists

KILLER INSTINCT

TOPPS–1996

Full Set (363 cards)

- ❑ Acid Spit! ..... R
- ❑ Agony of the Feet!, The ..... R
- ❑ Air Box Sabotage! ..... U
- ❑ Aliens Are People Too! ..... R
- ❑ America's Favorite! ..... R
- ❑ Artificial Intelligence! C
- ❑ Assassin! ..... R
- ❑ Auto-Systems! C
- ❑ Avalanche Slide! ..... R
- ❑ Awesome Combo! C
- ❑ Awesome Victory! C
- ❑ B. Orchid! ..... R
- ❑ B.O.P. Raid! ..... U
- ❑ B.O.P. Revelation! ..... U
- ❑ B.O.P. Triumphant! ..... U
- ❑ Bad Press! ..... U
- ❑ Bask! ..... U
- ❑ Bat Attack! C
- ❑ Baton Crunch! ..... R
- ❑ Battle Cry! C
- ❑ Beast Emerges!, The ..... R
- ❑ Beta Testing Complete! ..... R
- ❑ Betting Syndicate! ..... R
- ❑ Big Fall!, The C

Bite Of The Werewolf!
6
SPECIAL MOVE
Low Fierce Kick, Trademark Attack
"Uh-oh! Sabrewulf's goin' for Thunder's leg again. I thought they had him neutered?"
— KILR SportsScan

KILLER INSTINCT- BITE OF THE WEREWOLF!

- ❑ Bite of the Werewolf! ..... R
- ❑ Black Ice! ..... U
- ❑ Blaster Combo! C
- ❑ Blazing Sun! C
- ❑ Blocked Kick! C
- ❑ Blocked Punch! C
- ❑ Blocked Special! C
- ❑ Blood Bath! C
- ❑ Blood Frenzy! ..... U
- ❑ Boiling Lava! C
- ❑ Boneshaker! ..... U
- ❑ Boom Box! ..... R
- ❑ Bribe! ..... R
- ❑ Brutal Combo! C
- ❑ Buuuurp! ..... R
- ❑ Camera Slam!-Combo ..... R
- ❑ Camera Slam!-Sabrewulf ..... R
- ❑ Car Bomb! ..... U
- ❑ Cheerleaders! ..... R
- ❑ Chief Thunder! ..... R
- ❑ Cinder Fights Dirty! ..... U
- ❑ Cinder Turns up the Heat! ..... R
- ❑ Cinder! ..... R
- ❑ Cinder's Escape! ..... R

Name	Rarity
❑ Claw Stab!	R
❑ Claw!, The	R
❑ Claws of the Tiger!	C
❑ Clone!	R
❑ Cold Shoulder!	U
❑ Combo Breaker!-Cinder	C
❑ Combo Breaker!-Combo	C
❑ Combo Breaker!-Fulgore	C
❑ Combo Breaker!-Glacius	C
❑ Combo Breaker!-Jago	C
❑ Combo Breaker!-Orchid	C
❑ Combo Breaker!-Riptor	C
❑ Combo Breaker!-Sabrewulf	C
❑ Combo Breaker!-Spinal	C
❑ Combo Breaker!-Thunder	C
❑ Combo King!	U
❑ Commish!, The	U
❑ Computer Raid!	U
❑ Corp Infiltration!	U
❑ Corp Penetration!	U
❑ Corporate Espionage	U
❑ Corporate Raid!	R
❑ Crowd Goes Wild! , The	U
❑ Crumbling Bridge!	R
❑ Cure!, The	R
❑ Cyberdash!	U
❑ Cyclone!	U
❑ Danger!	C
❑ Dash!	U
❑ Deal!, The	R
❑ Death From Below!	R
❑ Death of Orchid!, The	U
❑ Death's A Beach!	R
❑ Denizens of Darkness!	R
❑ DNA Mutation!	R
❑ Dragon Breath!	U
❑ Drive On!	U
❑ Dummy Corp!	R
❑ Eagle Avenged!	U
❑ Eavesdropper!	U
❑ Eerie Aura!	U
❑ Efficiency Expert!	R
❑ Elixir of Life!	C
❑ Endokuken!	C
❑ Even Up!	U
❑ Exploitation!	C
❑ Eye of the Tiger!	U
❑ Eyedol Takes a Fall!	R
❑ Eyedol!	R
❑ Eyelaser!	U
❑ Fame and Fortune!	R
❑ Famous Last Words!	C
❑ Fight On!	C
❑ Fire and Ice!	R
❑ Fire Cat!	U
❑ Fireflash!	U
❑ Firestorm!	R
❑ Flaming Bat!	C
❑ Flaming Venom!	C
❑ Flickering Shadows!	U
❑ Flik Flak!	U
❑ Foiled!	C
❑ Freeze Out!	C
❑ Frog Morph!	R
❑ Fulgore!	R
❑ Full Moon Rage!	U
❑ Gene Thieves!	U
❑ Glacius!	R
❑ Glass Jaw!	C
❑ Groin Pull!	U
❑ Grudge Match!	U
❑ Gut Boiler!	R
❑ Hacker!	R
❑ Haymaker!	R
❑ Head Cannon!	R
❑ Heartburn!	R
❑ Heat Stroke!	R
❑ Heatfist!	U
❑ Heatsink!	U
❑ Heavy Bag!	R
❑ High Block! (ver. 1)	C
❑ High Block! (ver. 2)	C
❑ High Fierce Kick! (ver. 1)	C
❑ High Fierce Kick! (ver. 2)	C
❑ High Fierce Punch! (ver. 1)	C
❑ High Fierce Punch! (ver. 2)	C
❑ High Medium Kick! (ver. 1)	C
❑ High Medium Kick! (ver. 2)	C
❑ High Medium Punch! (ver. 1)	C
❑ High Medium Punch! (ver. 2)	C
❑ High Quick Kick! (ver. 1)	C
❑ High Quick Kick! (ver. 2)	C
❑ High Quick Punch! (ver. 1)	C
❑ High Quick Punch! (ver. 2)	C
❑ Holding Corp!	R
❑ Home Turf!	C
❑ Hostile Takeover!	R
❑ Howl!	U

Name	Rarity
❑ Humiliation!-Cinder	R
❑ Humiliation!-Combo	R
❑ Humiliation!-Fulgore	R
❑ Humiliation!-Glacius	R
❑ Humiliation!-Jago	R
❑ Humiliation!-Orchid	R
❑ Humiliation!-Spinal	R
❑ Humiliation!-Thunder	R
❑ Hyper Combo!	C
❑ Ice Armor!	R
❑ Ice Injection!	R
❑ Ice Lance!	U
❑ Ice Pool!	R
❑ Ichi-Ni-San!	U
❑ Icy Surface!	R
❑ Idea Men!	R
❑ Incineration!	R
❑ Inferno!	C
❑ Inside Bet!	R
❑ Inspiration!	U
❑ Jago!	R
❑ Jago's Quest!	U
❑ Jeering Mob!	C
❑ Jump Rake!	U
❑ Jumping Fierce Kick! (ver. 1)	C
❑ Jumping Fierce Kick! (ver. 2)	C
❑ Jumping Fierce Punch! (ver. 1)	C
❑ Jumping Fierce Punch! (ver. 2)	C
❑ Jumping Fire Breath!	U
❑ Jumping Medium Kick! (ver. 1)	C
❑ Jumping Medium Kick! (ver. 2)	C
❑ Jumping Medium Punch! (ver. 1)	C
❑ Jumping Medium Punch! (ver. 2)	C
❑ Jumping Quick Kick! (ver. 1)	C
❑ Jumping Quick Kick! (ver. 2)	C
❑ Jumping Quick Punch! (ver. 1)	C
❑ Jumping Quick Punch! (ver. 2)	C
❑ Jumping Retreat! (ver. 1)	C
❑ Jumping Retreat! (ver. 2)	C
❑ Kamikaze Katanas!	R
❑ Kick It!	C
❑ Kidnapped!	U
❑ Killer Combo!	C
❑ KILR Highlights!	R
❑ KILR-TV!	R
❑ King Combo!	C
❑ Knee KO!	U
❑ Lasaken!	C
❑ Laser Batons!	R
❑ Laser Blade!	U
❑ Laserstorm!	C
❑ Legions of the Doomed!	R
❑ Lethal Blow!	U
❑ Lights Out!	R
❑ Liquidize!	U
❑ Long Range!	R
❑ Low Block! (ver. 1)	C
❑ Low Block! (ver. 2)	C
❑ Low Fierce Kick! (ver. 1)	C
❑ Low Fierce Kick! (ver. 2)	C
❑ Low Fierce Punch! (ver. 1)	C
❑ Low Fierce Punch! (ver. 2)	C
❑ Low Medium Kick! (ver. 1)	C
❑ Low Medium Kick! (ver. 2)	C
❑ Low Medium Punch! (ver. 1)	C
❑ Low Medium Punch! (ver. 2)	C
❑ Low Quick Kick! (ver. 1)	C
❑ Low Quick Kick! (ver. 2)	C
❑ Low Quick Punch! (ver. 1)	C
❑ Low Quick Punch! (ver. 2)	C
❑ Lucky Dodge!	U
❑ Mangler!, The	R
❑ Manual of Arms!, The	R
❑ Master Combo!	C
❑ Meat Cleaver!	R
❑ Meat Puppets!	C
❑ Media Blitz!	U
❑ Media Hound!	U
❑ Megaglitch!	U
❑ Meltdown!	R
❑ Mercy!	U
❑ Micro-Fusion Chip!	U
❑ Micro-Mimic V2.0!	U
❑ Mirage!	U
❑ Mole!	R
❑ Monster Combo!	C
❑ Monster Confirmed!, The	R
❑ Negotiations are Closed!	C
❑ Network!	R
❑ Nigou Giri!	U
❑ Out of the Shadows!	U
❑ Overextended Attack!	U
❑ Paparazzi!	U
❑ Paper Pagoda!	U
❑ Peek-A-Boo!	R
❑ Perilous Leap!	U
❑ Phoenix!	C
❑ Plasma-Port!	U

Name	Rarity
❑ Plasmastice!	U
❑ Power Devour!	U
❑ Power Surge!	U
❑ Powerline!	C
❑ PR Manager!	R
❑ Prometheus Ambulance Service!	R
❑ Promoter!	R
❑ Protest!	U
❑ Public Sympathy!	C
❑ Punching Bag!	U
❑ Ratings Sweep!	C
❑ Recycle!	R
❑ Reflect!	U
❑ Reverse Jump Rake!	U
❑ Reverse Sabrespin!	U
❑ Reverse Triplax!	U
❑ Riptor Rage!	U
❑ Riptor!	R
❑ Rise from the Ashes!	C
❑ Ritual Of Sammamish!	U
❑ Rollercoaster!	U
❑ Saboteur!	R
❑ Sabrecut!	U
❑ Sabrepounce!	U
❑ Sabreroll!	U
❑ Sabrespin!	U
❑ Sabrewulf!	R
❑ Sacrifice!	R
❑ Sammamish!	U
❑ Sandstorm!	R
❑ Scalp 'Em!	R
❑ Scaly Hide!	C
❑ Scandal!	R
❑ Scent of Fear!, The	U
❑ Scorcher!	C
❑ Searing Skull!	C
❑ Second Chance!	U
❑ Second Wind!	C
❑ Sell-Out!	U
❑ Shadow CEO!	R
❑ Shadow Espionage!	R
❑ Shadow Spies!	U
❑ Shadow Strike!	U
❑ Shaky Bridge!	U
❑ Shield Spike!	R
❑ Shockwave!	C
❑ Side Bet!	U
❑ Silencer!	R
❑ Skele-Slide!	U
❑ Skeleport!	U
❑ Slippery Surface!	U
❑ Snow Meld!	C
❑ Soulsword!	U
❑ Spinal!	R
❑ Spinal's Chilling Cackle!	U
❑ Spinal: The Movie!	U
❑ Spinfist!	U
❑ Spirit Hatchets!	R
❑ Spirit of the Tiger!	R
❑ Spirit Slash!	R
❑ Spoils of Victory!	U
❑ Stall!	U
❑ Stunned!	C
❑ Summon Chevy!	R
❑ Summon Chi!	C
❑ Super Combo!	C
❑ Super Gene Pool!	U
❑ Super Searing Skull!	U
❑ Supernatural Energy!	C
❑ Supernova!	U
❑ Supreme Victory!	C
❑ Sword of Doom!	R
❑ Sword Sweep!	C
❑ System Shock!	U
❑ T.K.O.!	U
❑ Tail Spike!	R
❑ Tailflip!	U
❑ Talk the Talk!	C
❑ Team Up!	U
❑ Teleport Device!	U
❑ Terminal Velocity!	R
❑ Terrible Talons!	R
❑ Thunder Hatchets!	R
❑ Tiebreaker!	C
❑ Tiger Fury!	U
❑ Tiger's Claws!	R
❑ Tiger's Claws!, The	R
❑ Time Out!	U
❑ TJ Combo!	R
❑ TJ's Crib!	C
❑ TJ's Homeboys!	U
❑ TJ's Title Restored!	R
❑ Tomahawk!	U
❑ Trailblazer!	U
❑ Trashman Cometh!, The	R
❑ Trial Of The Century!	U
❑ Trip!	C
❑ Triplax!	U

Name	Rarity
❑ Triple Combo!	C
❑ Turbo Laser!	R
❑ Ultra Combo!	C
❑ Ultratech Raid!	C
❑ Ultratech Revealed!	R
❑ Vengeance!	R
❑ Vid-Screens!	C
❑ Vital Blow!	C
❑ Wager!, The	R
❑ Wait For It!	R
❑ Weak Spot! (High Fierce)	C
❑ Weak Spot! (High Medium)	U
❑ Weak Spot! (Jumping Fierce)	C
❑ Weak Spot! (Jumping Medium)	U
❑ Weak Spot! (Low Fierce)	C
❑ Weak Spot! (Low Medium)	U
❑ Weak Spot!	R
❑ Weak Spot!	R
❑ Weak Spot!	R
❑ Who?!	U
❑ Wind Kick!	U

STAR TREK

FLEER/SKYBOX– 1996

Full Set (353 cards)

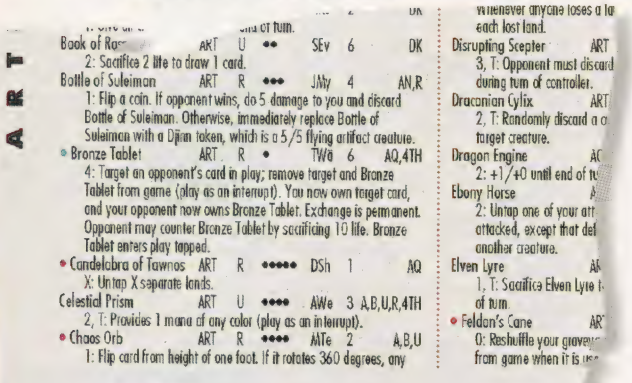
- ❑ A Taste of Armageddon–Discovery
- ❑ A Taste of Armageddon–Mission
- ❑ A Taste of Armageddon–Plot
- ❑ Alden
- ❑ Alice In Wonderland
- ❑ Alien Imposter
- ❑ Alien Savages
- ❑ Alternative Factor, The–Discovery
- ❑ Alternative Factor, The–Mission
- ❑ Alternative Factor, The–Plot
- ❑ Anan 7
- ❑ Andorians–Alt.1
- ❑ Andrea
- ❑ Android Duplicate!
- ❑ Are You of the Body?
- ❑ Areel Shaw
- ❑ Arena–Changed to Personal Challenge
- ❑ Arena–Changed to Personal Challenge–Alt. 1
- ❑ Arena–Discovery
- ❑ Arena–Mission
- ❑ Arena–Plot
- ❑ Arena–Plot–Alt. 1
- ❑ Arena–Plot–Alt. 2
- ❑ Arena–Plot–Alt. 3
- ❑ Ayelborne
- ❑ Bailey
- ❑ Balance of Terror–Discovery
- ❑ Balance of Terror–Mission
- ❑ Balance of Terror–Mission–Alt. 1
- ❑ Balance of Terror–Plot
- ❑ Balok–Alt. 1
- ❑ Barrows
- ❑ Barrows–Alt 1
- ❑ Beam Me Up, Scotty!
- ❑ Ben Childress
- ❑ Bilar
- ❑ Black Knight
- ❑ Boma
- ❑ Boat Scene
- ❑ Brown
- ❑ Cage, The–Discovery
- ❑ Cage, The–Mission
- ❑ Cage, The–Plot
- ❑ Capellans
- ❑ Caretaker
- ❑ Caretaker–Alt.1
- ❑ Chapel
- ❑ Charlie X
- ❑ Charlie X–Discovery
- ❑ Charlie X–Mission
- ❑ Charlie X–Plot
- ❑ Charlie X–Plot–Alt. 1
- ❑ Chekov
- ❑ City on the Edge of Forever, The–Discovery–Alt. 3
- ❑ City on the Edge of Forever, The–Mission
- ❑ City on the Edge of Forever, The–Mission–Alt. 1
- ❑ City on the Edge of Forever, The–Plot
- ❑ Cogley, Samuel T.
- ❑ Communicators Jammed!
- ❑ Conscience of the King, The–Discovery
- ❑ Conscience of the King, The–Mission
- ❑ Conscience of the King, The–Plot–Alt. 1
- ❑ Corbomite Maneuver
- ❑ Corbomite Maneuver, The–Discovery
- ❑ Corbomite Maneuver, The–Mission
- ❑ Corbomite Maneuver, The–Plot
- ❑ Court Martial
- ❑ Court Martial–Discovery
- ❑ Court Martial–Mission
- ❑ Court Martial–Mission–Alt. 1
- ❑ Court Martial–Plot
- ❑ Cultural Envoy
- ❑ Cyrano Jones
- ❑ Dagger of the Mind–Discovery
- ❑ Dagger of the Mind–Mission
- ❑ Dagger of the Mind–Plot
- ❑ Darnell
- ❑ Decisive Action
- ❑ Decius
- ❑ Default Discovery Alt. 1
- ❑ Default Mission
- ❑ Default Plot
- ❑ Deflector Shields at Maximum!
- ❑ Dehner
- ❑ Denevan Neural Parasites
- ❑ DePaul
- ❑ DeSalle–Alt.1
- ❑ Devil in the Dark, The–Discovery
- ❑ Devil in the Dark, The–Mission
- ❑ Devil in the Dark, The–Plot
- ❑ Direct Hit!
- ❑ Dirkonium Cloud Creature
- ❑ Disruptor Blast
- ❑ Disruptor Blast–Alt. 1
- ❑ Distraction
- ❑ Don Juan
- ❑ Dose of the Venus Drug
- ❑ Dr. Elizabeth Dehner
- ❑ Dr. Korby
- ❑ Dr. Korby–Alt. 1
- ❑ Dr. Tristan Adams
- ❑ Dr. Van Gelder
- ❑ Edge of the Galaxy
- ❑ Edge of the Galaxy–Alt. 1
- ❑ Edith Keeler
- ❑ Emergency Distress Call
- ❑ Emergency Distress Call Alt. 1
- ❑ Enemy Within, The–Discovery
- ❑ Enemy Within, The–Mission
- ❑ Enemy Within, The–Plot
- ❑ Errand of Mercy–Discovery
- ❑ Errand of Mercy–Mission
- ❑ Errand of Mercy–Plot
- ❑ Eve Meltron
- ❑ Farrell
- ❑ Ferris
- ❑ Finney
- ❑ Fisher
- ❑ Fisher–Alt. 1
- ❑ Former Love
- ❑ Former Rival
- ❑ Gaetano
- ❑ Galileo Seven, The–Discovery
- ❑ Galileo Seven, The–Mission
- ❑ Galileo Seven, The–Plot
- ❑ Galloway
- ❑ Galloway–Alt. 1
- ❑ Gary Mitchell–Alt.1
- ❑ Giotto–Alt. 1
- ❑ Gorn Captain
- ❑ Gorn Captain–Alt. 1
- ❑ Great Bird of the Galaxy
- ❑ Guardian of Forever
- ❑ Hacorn
- ❑ Haskins
- ❑ Have Some Tranya
- ❑ Have Some Tranya–Alt. 1
- ❑ Heroic Sacrifice
- ❑ Horta
- ❑ Hostile Miners
- ❑ Hypo Spray
- ❑ I'm a Doctor, not a . . .
- ❑ IDIC
- ❑ Insane Colonists
- ❑ Ion Storm
- ❑ Jaeger
- ❑ Jahn
- ❑ Jim–This man's a Klingon!
- ❑ Joaquin
- ❑ Kahless
- ❑ Kaylar
- ❑ Keeper, The
- ❑ Kelowitz
- ❑ Kelso
- ❑ Khan
- ❑ Kirk
- ❑ Klingon Arms Suppliers
- ❑ Klingon Landing Party
- ❑ Klingon Sniper
- ❑ Klingon Warrior
- ❑ Kodos
- ❑ Kor
- ❑ Kyle–Alt.1
- ❑ Landru
- ❑ Lang
- ❑ Lang–Alt.1
- ❑ Latimer
- ❑ Lawgivers
- ❑ Lawton
- ❑ Lay in New Course
- ❑ Lazarus
- ❑ Leila Kalomi
- ❑ Leila Kalomi–Alt. 1
- ❑ Lenore
- ❑ Leslie
- ❑ Lethe
- ❑ Lindstrom
- ❑ Logical Argument
- ❑ Long-Winded Speech (Appeal to Humanity)
- ❑ Magda
- ❑ Makeshift Weapons
- ❑ Man Trap, The–Discovery
- ❑ Man Trap, The–Mission
- ❑ Man Trap, The–Mission–Alt. 1
- ❑ Man Trap, The–Plot
- ❑ Martine
- ❑ Masters
- ❑ Matthews
- ❑ McCoy
- ❑ McGivers
- ❑ Mears
- ❑ Medical Readout
- ❑ Medikit
- ❑ Medikit
- ❑ Menagerie I, The–Discovery
- ❑ Menagerie I, The–Mission
- ❑ Menagerie I, The–Mission–Alt. 1
- ❑ Menagerie I, The–Plot
- ❑ Menagerie I, The–Plot–Alt. 1
- ❑ Mendez
- ❑ Metron
- ❑ Military Officers, 20th Century
- ❑ Mind–Sifter–Alt. 1
- ❑ Miraculous Recovery
- ❑ Miri (Swapped w/252)
- ❑ Miri–Discovery
- ❑ Miri–Mission
- ❑ Miri–Plot (Swapped w/Miri 113)
- ❑ Mitchell–Alt. 1
- ❑ Mudd's Women
- ❑ Mudd's Women–Discovery
- ❑ Mudd's Women–Mission
- ❑ Mudd's Women–Plot
- ❑ Mugato
- ❑ M–113 Monster, Crewman Green Form
- ❑ M–113 Monster,Natural Form
- ❑ M–113 Monster–Nancy Crater Form
- ❑ Naked Time, The–Discovery
- ❑ Naked Time, The–Mission
- ❑ Naked Time, The–Plot
- ❑ New Life Forms, New Civilizations
- ❑ Noel
- ❑ Nomad
- ❑ O'Neil
- ❑ Oddly Familiar Culture (Parallel Development)
- ❑ Omicron Ceti III Spores
- ❑ Onlies
- ❑ Operation: Annihilate!–Discovery
- ❑ Operation: Annihilate!–Mission
- ❑ Operation: Annihilate!–Mission–Alt. 1
- ❑ Operation: Annihilate!–Plot
- ❑ Operation: Annihilate!–Plot–Alt. 1
- ❑ Orders from Starfleet
- ❑ Organian High Council
- ❑ Otto
- ❑ Painter
- ❑ Phaser Blast
- ❑ Phaser Blast
- ❑ Phaser Blast–Alt. 1
- ❑ Phaser on Overload
- ❑ Phaser Rifle Fire
- ❑ Phasers from Space
- ❑ Photon Torpedoes
- ❑ Photon Torpedoes–Alt.1
- ❑ Piper
- ❑ Planetary Guards
- ❑ Play's the Thing, The
- ❑ Prime Directive–Deleted from Card Line
- ❑ Psi 2000 Virus
- ❑ Rand
- ❑ Rayburn
- ❑ Red Alert!
- ❑ Red Hour
- ❑ Report to the Bridge!
- ❑ Return of the Archons–Discovery
- ❑ Return of the Archons–Mission
- ❑ Return of the Archons–Plot
- ❑ Riley
- ❑ Robert Fox
- ❑ Rodriguez
- ❑ Romulan Bird–of–Prey
- ❑ Romulan Centurion
- ❑ Romulan Cloaking Device
- ❑ Romulan Commander
- ❑ Romulan Disguise
- ❑ Romulan Leader
- ❑ Ross
- ❑ Ruk
- ❑ Ruk–Alt.1
- ❑ Ruth
- ❑ Ruth–Alt. 1
- ❑ S.S.Fesarius
- ❑ Samurai Warrior
- ❑ Sandoval
- ❑ Scotty– Alt 1
- ❑ Shirtless Kirk
- ❑ Shirtless Kirk—Alt.1
- ❑ Shore Leave–Discovery
- ❑ Shore Leave–Mission
- ❑ Shore Leave–Plot
- ❑ Shuttlecraft Galileo
- ❑ Shuttlecraft Revolt
- ❑ Slingshot Effect
- ❑ Slug of Saurian Brandy
- ❑ Slug of Saurian Brandy–Alt. 1
- ❑ Smith
- ❑ Song of a Vulcan Harp
- ❑ Song of a Vulcan Harp–Alt.1
- ❑ Song of a Vulcan Harp–Alt.2
- ❑ Space Seed–Discovery
- ❑ Space Seed–Mission
- ❑ Space Seed–Plot–Alt. 2
- ❑ Spinelli
- ❑ Spock
- ❑ Squire of Gothos, The–Discovery
- ❑ Squire of Gothos, The–Discovery–Alt. 1
- ❑ Squire of Gothos, The–Mission
- ❑ Squire of Gothos, The–Mission–Alt. 1
- ❑ Squire of Gothos, The–Plot
- ❑ Standard Procedures
- ❑ Star Fleet Commendation
- ❑ Starbase 11
- ❑ Stiles
- ❑ Stone
- ❑ Sulu
- ❑ Talos IV
- ❑ Talosian Illusion
- ❑ Talosians
- ❑ Talosians–Alt.1
- ❑ Tantalus Chamber
- ❑ Tellarites
- ❑ Thasians
- ❑ This Side of Paradise–Discovery
- ❑ This Side of Paradise–Mission
- ❑ This Side of Paradise–Plot
- ❑ Time Travel
- ❑ Tinkering with the Engines
- ❑ Tomlinson
- ❑ Tomorrow is Yesterday–Discovery
- ❑ Tomorrow is Yesterday–Discovery–Alt. 1
- ❑ Tomorrow is Yesterday–Mission
- ❑ Tomorrow is Yesterday–Plot
- ❑ Tormolen
- ❑ Tormolen–Alt.1
- ❑ Tranporters Operational
- ❑ Transporter Duplicate
- ❑ Transporter, Engage
- ❑ Trefayne
- ❑ Trefayne–Alt.1
- ❑ Trelane
- ❑ Tricorder Reading
- ❑ Tricorder Reading
- ❑ Turnabout Intruder
- ❑ Uhura
- ❑ Unknown Virus
- ❑ Unknown Virus–Alt.1
- ❑ Unknown Virus–Alt.2
- ❑ USS Enterprise
- ❑ Vina
- ❑ Vina, the Orion Dancer
- ❑ Vulcan Mind Meld
- ❑ Vulcan Mind Meld–Alt.1
- ❑ What Little Girls Are Made Of?–Discovery
- ❑ What Little Girls Are Made Of?–Mission
- ❑ What Little Girls Are Made Of?–Plot
- ❑ Where No Man Has Gone Before–Discovery
- ❑ Where No Man Has Gone Before–Mission
- ❑ Where No Man Has Gone Before–Plot
- ❑ Where No Man Has Gone Before–Plot Alt. 1
- ❑ White Rabbit
- ❑ Wilson
- ❑ Wilson–Alt. 1
- ❑ Yarnek

HAND BOOT

What you need to know about the *InQuest Magic* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with one other collectible card game in the Players Guide Spotlight.

SAMPLE LISTING



ART

Book of Ra... ART U •• SEv 6 DK
2: Sacrifice 2 life to draw 1 card.
Bottle of Suleiman ART R ••• JMy 4 AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.
• Bronze Tablet ART R • TWa 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.
• Candelabra of Tawnos ART R ••••• DSh 1 AQ
X: Untap X separate lands.
Celestial Prism ART U •••• AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).
• Chaos Orb ART R •••• MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any

...end of turn.
Disrupting Scepter ART
3, T: Opponent must discard during turn of controller.
Draconian Cylix ART
2, T: Randomly discard a c... target creature.
Dragon Engine AC
2: +1/+0 until end of tu...
Ebony Horse A...
2: Untap one of your att... attacked, except that def... another creature.
Elven Lyre A...
1, T: Sacrifice Elven Lyre t... of turn
• Feldon's Cane AR...
0: Reshuffle your grave... from game when it is u...

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Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and Revised. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Zuul told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Zuul had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.

Shelkin Brownie
1/1
Summon Faerie
Remove the bands with other ability from target creature until end of turn.
Leave a bowl of milk on your doorstep each night for the brownies, or they'll cause you no end of mischief.

A F B G C D E H

SHELKIN BROWNIE CARD DESCRIPTION

- **A** — Card Name.
- **B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- **C** — Description. The description of exactly what the card can do.
- **D** — Flavor Text. A funny or informative quote, usually historical in nature.
- **E** — Artist.
- **F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- **G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- **H** — Power/Toughness. Only for creatures.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

POWER RATINGS

••••• The Best. These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

•••• Excellent. These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

••• Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

•• Poor. This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• The Worst. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

MAGIC: THE GATHERING

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Gregory, D. Alexander	DAG
Guay, Rebecca	RGu
Hampton, Justin	JHa
Heyer, Carol	CHe
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
Matson, John	JMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Nielsen, Terese	TNi
Organ-Kean, Margaret	MOK
Plucinski, Zak	ZPl
Poole, Mark	MPo
Raabe, Mike	MRa
Rabinowitz, Alan	ARa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSh
Sienkiewicz, Bill	BSi
Simanson, Greg	GSi
Snelly, Lawrence	LSn
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Vick, Diana	DVi
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
DK	*The Dark*
FE	*Fallen Empires*
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
LG	*Legends*
R	Revised
U	Unlimited

SPOTLIGHT:

MYTHOS

Beyond the realm of our normal lives lie unspeakable horrors that can rip your psyche to shreds. If you're feeling up for a little insanity, enter the world of H.P. Lovecraft with the game *Mythos*.

Based on Chaosium's *Call of Cthulhu* roleplaying game, *Mythos* puts in the role of investigator trying to uncover horrible secrets that mere mortals were never meant to know about. Forget Scully and Mulder...Lovecraft created the original *X-Files*.

This month's players guide spotlight has the scoop on all the cards from the basic *Mythos* set and the first two expansions — *Expeditions at Miskatonic University* and *Cthulhu Rising*.

So peer beyond the veil of reality and find out what's on the other side...

MYTHOS CARD DESCRIPTION

A. Card Name: It's the name of the dang card.
B. Card Effect Explanation: A fancy way of saying "card description."
C. Public Attributes: What kind of place this is—each symbol represents different terrain, such as the bluie drop for water.
D. Region: A bunch of locations in the same area make up a region; in this case, the South Pacific.
E. Card Type: Yep, you guessed it, it's a location. A finer vacation spot than Bal Sagoth? We don't think so.
F. Attributes: A particular quality of a card that affects how other cards can be played. For instance, since this is a location, artifacts can be played there.
G. Gate Symbol: The gate swirl indicates monsters can be played at this location.

THE DRAGONS

MIDDLE-EARTH: THE WIZARD– THE DRAGONS CARD DESCRIPTION

A. Name: Hey, the name of the card.
B. Type: So you can see at a glance if it's an event, an item, or whatever.
C. Random Number: If you don't have dice handy, you can pick a card at random and use this number to represent a roll.
D. Home Site: Because you don't expect to find Bilbo in Minas Morgul, Home Sites indicate at what site a character can be brought into play.
E. Corruption Modifier: Some characters are more corruptible than others. Virtuous Hobbits get pluses, greedy Dwarves often get minuses.
F. Artist: If you like the art on the card, you can thank the person whose name sits right here.
G. Prowess/Body: Prowess, the number to the left of the slash, indicates how skilled a character is in combat. Body, the number to the right of the slash, indicates how resilient the character or creature is against wounding and death.
H. Flavor Text: Excerpts from *Lord of the Rings*, to give the game, uh, flavor.
I. Description: This tells you all the cool particulars about that card in your hand.
J. Direct Influence: This indicates how much influence a character possesses himself, as opposed to your influence. Helps the character resist being influenced by opponents and is used by the character to control followers.
K. Mind: Indicates how well a character resists influence.
L. Marshalling Points: How many points these cards are worth towards victory. The bones of this game.

Long before good 'ol Sauron showed up, Middle-earth still had plenty of problems. Dragons roamed the countryside, toasting villages like Stay-Puff marshmallows and gobbling up maidens regardless of their status.The biggest ones may be gone, but at least nine still remain.

The first expansion set for *Middle-earth: The Wizards*, *The Dragons* introduces the beasts Bairanax, Eaxcaroxe, Itangast, Scatha and Scorba, as well as expanding on the dragons from the original set.

As if Sauron and his minions wasn't enough, Middle-earth just got a whole lot tougher...

INQUEST
players guide

ARTIFACTS

Adarkar Sentinel AC U ●●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 1 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Aesthir Glider AC C RTp 3 AI
Flying. Cannot be assigned to block. Two versions. 2/1.

Al-abara's Carpet ART R ●●● KFo 5 LG
5, T: Prevent all damage done to you by attacking non-flying creatures.

Aladdin's Lamp ART U ●●● MTe 10 AN,R,4th
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.

Aladdin's Ring ART U ●●● DFr 8 AN,R,4th
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amulet of Kroog ART C ● MOK 2 AQ,4th
2, T: Prevent 1 damage to any target.

Amulet of Quoz ART R ●● DFr 6 IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4th
Do 2 damage to any player who puts a new land into play.

Apocalypse Chime ART R ● MPo 2 HL
2, T: All cards in play from Homelands expansion are buried, including Apocalypse Chime.

Arcum's Sleigh ART U ●● TWä 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ●● TWä 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2,T: Turn a non-snow-covered land into a snow-covered land of the same type.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his attack.

Arena of the Ancients ART R ● TWä 3 LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4th
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4th
2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.

Ashnod's Cylix ART R NLe 2 AI
3, T: Target player looks at top three cards of his library and puts one of them on top of that library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant after it has been used.

Astrolabe ART C AWe 3 AI
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Play this ability as an interrupt. Draw a card at the beginning of the next turn's upkeep. Two versions.

Balm of Restoration ART R ●● MOK 2 FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.

Barl's Cage ART R ●●●● TWä 4 DK, CH
3: Target creature does not untap as usual in its controller's next untap phase.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C ●● JMe 2 AQ,4th
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.

• **Black Lotus** ART R ●●●●● CRu 0 A,B,U
T: Discard to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4th
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).

Visions
Look at the top five cards of any library. You may then shuffle that library.
"Visions of glory, spare my aching sight,
Ye unborn ages, crowd not on my soul!"
—Thomas Gray, "The Bard"

HELM OF OBEDIENCE VISIONS

Helm of Obedience and Visions: The Helm makes a great Millstone as well as a nifty creature grabber. But who the hell wants to end up with an opponent's Carrier Pigeons? Time for Visions! The *Legends* card? No? Sheesh. It lets you look at the top five cards off your opponent's deck and you can reshuffle if you wish. A Goblin Artisans or Ornithopter coming? Shuffle. A Time Walk, Regrowth and then a Serra? Mill away and—bingo!

• **Black Vise** ART U ●●●● RTh 1 A,B,U,R,4th
Do 1 damage for each card over four opponent has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).

Bone Flute ART U ●● CRu 2 DK
T: Give all creatures -1/-0 until end of turn.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ●●● JMy 4 AN,R,4th
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.

Brass Man AC U ●●● CRu 1 AN,R,4th
Pay 1 during upkeep to untap. 1/3.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4

◦ **Bronze Tablet** ART R ● TWä 6 AQ,4th
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

• **Candelabra of Tawnos** ART R ●●●●● DSh 1 AQ
X: Untap X separate lands.

Celestial Prism ART U ●●● AWe 3 A,B,U,R,4th
2, T: Provides 1 mana of any color (play as an interrupt).

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.

• **Chaos Orb** ART R ●●●● MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.

City in a Bottle ART R ●●● DTu 2 AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.

Clay Statue AC C ●●● JMy 4 AQ,4th
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4th
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4th
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.

Clockwork Gnomes AC C ●●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●● AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed: Maximum four counters. 0/3.

Clockwork Swarm AC C ●● AWe 4 HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm: Maximum four counters. 0/3.

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●● JMy 9 AQ,4th
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ● AWe 4 A,B,U,R,4th
3, T: Negate up to 2 damage.

Copper Tablet ART U ●● AWe 2 A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.

Coral Helm ART R ●● AWe 3 AQ,4th
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.

Crown of the Ages ART R ●●●● DFr 2 IA
4, T: Switch target enchantment from one creature to another. The EN's controller does not change. Treat enchantment as if just cast.

Crystal Rod ART U ●● AWe 1 A,B,U,R,4th
1: Gain 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.

Cursed Rack ART U ●● RTh 4 AQ,4th
Opponent must discard to 4 cards during discard phase.

Cyclopean Tomb ART R ●●● AMa 4 A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.

Dancing Scimitar AC R ●●● AMa 4 AN,R,4th
Flying. 1/5.

Dark Sphere ART U ●● MTe 0 DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U ●● MTe 0 FE
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.

Delif's Cube ART R ●●●● MTe 1 FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.

Despotic Scepter ART R ●●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U ●● AMa 7 DK,4th
3: Regenerates.4/4.

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Didgeridoo ART R •• MBe 1 HL
3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.

Dingus Egg ART R •• DFr 4 A,B,U,R,4th
Whenever anyone loses a land, do 2 damage to that player for each lost land.

Disrupting Scepter ART R •••• DFr 3 A,B,U,R,4th
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.

Draconian Cylix ART R •• EBe 2 FE
2, T: Randomly discard a card from your hand to regenerate target creature.

Dragon Engine AC C •• AMa 3 AN,R,4th
2: +1/+0 until end of turn. 1/3.

Ebony Horse ART R • DWi 3 AN,R,4th
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.

Ebony Rhino AC C •• AWe 7 HL
Trample. 4/5.

Golgothian Sylex ART R • KKa 4 AQ
1: Discard all Antiquities cards, including Golgothian Sylex, from play.

Grapeshot Catapult AC C ••• DFr 4 AQ,4th
T: Do 1 damage to a target flying creature. 2/3.

Green Mana Battery ART R ••• CRu 4 LG,4th
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).

Gustha's Scepter ART R SEv 0 AI
If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.

Helm of Chatzuk ART R ••• MTe 1 A,B,U,R,4th
1, T: Give one creature banding ability until end of turn.

Helm of Obedience ART R BSn 4 AI
X, T: Put top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X can't equal zero.

Jalum Tome ART R ••• TWa 3 AQ, CH
2,T: Draw a card from your library and discard a card of your choosing to your graveyard.

Jandor's Ring ART R • DFr 6 AN,R
2, T: Discard a card you just drew, and draw another to replace it.

Jandor's Saddlebags ART R ••• DWi 2 AN,R,4th
3, T: Untap a creature.

Jayemdae Tome ART R ••••• MTe 4 A,B,U,R,4th
4, T: Draw 1 extra card.

Jester's Cap ART R ••••• DFr 4 IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.

Jester's Mask ART R ••• DFr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his library. Reshuffle the library and old hand afterwards.

Jeweled Amulet ART U ••• DFr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.

NECROPOTENCE

Ivory Gargoyle
Flying
If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase.
4: Remove Ivory Gargoyle from the game.

IVORY GARGOYLE

Hell's Caretaker
Summon Hell's Caretaker
: During your upkeep sacrifice a creature and take a creature from your graveyard and put it directly into play. Treat this creature as though it were just summoned.
You might leave here, Chandra, should another take your place....

HELL'S CARETAKER

Necropotence, Ivory Gargoyle and Hell's Caretaker: The Gargoyle is a useful creature, but if your foe can kill it, the penalty (return it to your hand and skip your next draw phase) can be very annoying. Stick the Gargoyle in a Necro deck and who cares if you have to skip your draw phase? That's like telling a vegetarian he can't have a hot dog! Add in the Caretaker and you can use the Gargoyle as eternal cannon fodder to bring back any of your creatures that go to the graveyard.

Elven Lyre ART R •• KFo 2 FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.

Elkin Bottle ART R • QHo 3 IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

• **Feldon's Cane** ART C •••• MTe 1 AQ, CH
0: Reshuffle graveyard into your library. Remove Feldon's Cane from game when used, returning it to owner's deck after the game is over.

Fellwar Stone ART U •••• QHo 2 DK,4th
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).

Feroz's Ban ART R ••• HHu 6 HL
Summon spells cost an additional 2 to cast.

Floodwater Dam ART R RGa 3 AI
XX1, T: Tap X target lands.

Flying Carpet ART R •••• MTe 4 AN,R,4th
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.

Forcefield ART R ••••• DFr 3 A,B,U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.

Forethought Amulet ART R ••• MBe 5 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.

Fountain of Youth ART C •••• DGe 0 DK, CH
2, T: Gain 1 life.

Fyndhorn Bow ART U ••• RAl 2 IA
3, T: Give target creature first strike until end of turn.

Gauntlet of Might ART R ••••• CRu 4 A,B,U
All mountains produce an extra mana. Give all red creatures +1/+1.

Gauntlets of Chaos ART R •••• DFr 5 LG, CH
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.

Glasses of Urza ART U ••• DSh 1 A,B,U,R,4th
T: Look at opponent's hand. No, his cards!

Goblin Lyre ART R •• MKi 3 IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.

Hematite Talisman ART U •• LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Hive, The ART R ••• SEv 5 A,B,U,R,4th
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.

Horn of Deafening ART R •••• DFr 4 LG, CH
2, T: Target creature deals no damage in combat this turn.

Howling Mine ART R •••• MPo 2 A,B,U,R,4th
Everyone must draw an extra card during his draw phase.

Ice Cauldron ART R •••• DFr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.

Icy Manipulator ART U ••••• AWe 4 IA
1, T: Tap any land, creature, or artifact.

Icy Manipulator ART U ••••• DSh 4 A,B,U
1, T: Tap one land, creature, or artifact.

Illusionary Mask ART R ••• AWe 2 A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.

• **Implements of Sacrifice** ART R ••• MOK 2 FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.

Infinite Hourglass ART R ••• HMc 4 IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Iron Star ART U •• DFr 1 A,B,U,R,4th
1: Gain 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.

Ivory Cup ART U •• AMa 1 A,B,U,R,4th
1: Gain 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.

• **Ivory Tower** ART U ••••• MOK 1 AQ,R,4th
Take 1 life for each card over four you have in hand during upkeep.

Jade Monolith ART R •• AMa 4 A,B,U,R,4th
1: Take all damage done to any creature on yourself instead.

Jade Statue ART U •••• DFr 4 A,B,U
2: Make Jade Statue a 3/6 AC that may only attack or block.

• **Jeweled Bird** ART R • AWe 1 AN, CH
T: Exchange Bird for your ante, then draw a new card.

Joven's Tools ART R ••• NLe 6 HL
4, T: Target creature cannot be blocked except by walls until end of turn.

Juggernaut AC U •••• DFr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Knowledge Vault ART R ••• AWe 4 LG
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.

Kormus Bell ART R •• CRu 4 A,B,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for B.

Kry Shield ART U •• RTh 2 LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.

Lapis Lazuli Talisman ART U •• AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Library of Leng ART U ••• DGe 1 A,B,U,R,4th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.

Life Chisel ART U ••• AWa 4 LG
During your upkeep, sacrifice a creature you control to gain life equal to creature's toughness.

Life Matrix ART R •••• AWe 4 LG
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.

Living Armor ART C ••• AMa 4 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.

Living Wall AC U ••• AMa 4 A,B,U,R
Counts as a wall. 1: Regenerates. 0/6.

Lodestone Bauble ART R DSh 0 AI
1, T: Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his library in any order. That player draws a card at the beginning of the next turn's upkeep.

Malachite Talisman ART U •• CRu 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

Mana Crypt ART R •••• MTe 0 PR
T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

*/ Restricted/Banned ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
AC Artifact Creature CR Current Rarity EA Enchant Artifact EE Enchant Enchantment EN Enchantment INS Instant LAN Land SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Mana Matrix	ART	R	••	MTe	6	LG
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.						
Mana Vault	ART	R	••••	MTe	1	A,B,U,R,4th
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.						
Marble Priest	AC	U	•	MBe	5	LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.						
Meekstone	ART	R	••••	QHo	1	A,B,U,R,4th
Any creature with power greater than 2 may not be untapped as normal during the untap phase.						
Mightstone	ART	U	••	PVe	4	AQ
All attacking creatures gain +1/+0.						
Millstone	ART	U	••••	KFo	2	AQ,R,4th
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
• **Mirror Universe**	ART	R	•••••	PFo	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
Mishra's Groundbreaker	ART	U		RGa	4	AI
T: Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.						
Mishra's War Machine	AC	R	•	AWe	7	A,B,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
• **Mox Emerald**	ART	R	•••••	DFr	0	A,B,U
T: Add G to your mana pool.						
• **Mox Jet**	ART	R	•••••	DFr	0	A,B,U
T: Add B to your mana pool.						
• **Mox Pearl**	ART	R	•••••	DFr	0	A,B,U
T: Add W to your mana pool.						
• **Mox Ruby**	ART	R	•••••	DFr	0	A,B,U
T: Add R to your mana pool.						
• **Mox Sapphire**	ART	R	•••••	DFr	0	A,B,U
T: Add U to your mana pool.						
Mystic Compass	ART	U		AWe	2	AI
1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.						
Nacre Talisman	ART	U	••	MTe	2	IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
Naked Singularity	ART	R	••	MTe	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
Necropolis	AC	U	••	NTh	5	DK
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Nevinyrral's Disk	ART	R	•••••	MTe	4	A,B,U,R,4th
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
North Star	ART	R	•••	KFo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
Nova Pentacle	ART	R	•••	RTh	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
Obelisk of Undoing	ART	R	••	TWa	1	AQ, CH
6: Take any of your permanents in play back to your hand, destroying enchantments on such cards.						
Obsianus Golem	AC	U	•••	JMy	6	A,B,U,R,4th
4/6.						
Onulet	AC	U	••	AMa	3	AQ,R,4th
If Onulet is placed in graveyard, its controller gains 2 life. 2/2.						
Onyx Talisman	ART	U	••	SEv	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
Ornithopter	AC	U	••	AWe	0	AQ,R,4th
Flying. 0/2.						
Pentagram of the Ages	ART	R	••••	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
Phyrexian Devourer	AC	R		MTe	6	AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.						
Phyrexian Portal	ART	R		PVe	3	AI
3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Search the remaining pile and put one of those cards into your hand. Shuffle the remaining cards into your library. Ignore this effect if you have fewer than 10 cards in your library.						
Phyrexian War Beast	ART	C		BSi	3	AI
If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.						
Pit Trap	ART	U	•••	AMa	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
Planar Gate	ART	R	•••	MBe	6	LG
Pay 2 colorless mana less when casting a summon spell.						
Primal Clay	AC	U	••	KFo	6	AQ,R,4th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
Pyramids	ART	R	••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						

Ritual of the Machine
Sorcery
Sacrifice a creature to gain control of target non-black, non-artifact creature.
"Human pursuit of dark deeds performed in the depths of Soldevi. When will Dogstar heed the danger therein?"
—Serene Relicbane, Soldevi Heretic

Ray of Command
Untap target creature opponent controls and gain control of it until end of turn. That creature can attack or use abilities that require @ as part of the activation cost. When you lose control of the creature, tap it.

RITUAL OF THE MACHINE RAY OF COMMAND

Ritual of the Machine and Ray of Command: Talk about your insulting combos. First, swipe your opponent's second-best creature with the Ray (yes, the second best creature, it wasn't one of our trademark typos). Welcome him into your home, offer him a seat, some hot cocoa, maybe some E.L. Double Fudge cookies and when he's not lookin'—BAM!—sacrifice him with the Ritual for your opponent's best creature. Hey, the other guy overstayed his welcome anyway.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Rack, The	ART	U	•••	RTh	1	AQ,R,4th
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	R	••	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
Red Mana Battery	ART	R	•••	MTe	4	LG,4th
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Reflecting Mirror	ART	U	••	MPo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic Barrier	ART	U	••••	HMc	2	LG
T: Tap target artifact.						
Ring of Immortals	ART	R	•	MBe	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						
Ring of Ma'ruf	ART	R	••••	DFr	5	AN
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
Ring of Renewal	ART	R	•••	DSh	5	FE
5, T: Randomly discard a card from your hand to draw two cards.						
Rocket Launcher	ART	U	•••	PVe	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Rod of Ruin	ART	U	•••	CRu	4	A,B,U,R,4th
3, T: Do 1 damage to any target.						
Roterothopter	AC	C	••	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.						
Runed Arch	ART	R	••••	PFo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						
Runesword	ART	C	••	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Sandals of Abdallah	ART	R	••	DFr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
Scarab of the Unseen	ART	U		SEv	2	AI
T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.						
Scarecrow	AC	U	•••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
Sentinel	AC	R	•••	RAF	4	LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.						
Serpent Generator	ART	R	••••	MTe	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he has 10 or more poison counters.						
Serrated Arrows	ART	C	••••	DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.						
Shapeshifter	AC	U	••••	DFr	6	AQ,4th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).						
Shield of the Ages	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
Shield Sphere	AC	U		ARa	0	AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.						
Skull Catapult	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	TWa	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	••••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.						
Sol Grail	ART	R		CRu	3	AI
When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool. Play this ability as an interrupt.						
Soldevi Digger	ART	R		AWe	2	AI
2: Put the top card of your graveyard on the bottom of your library.						
Soldevi Golem	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.						
Soldevi Sentry	AC			ARa	1	AI
1: Regenerate. Target opponent may draw a card. Two versions. 1/1.						
Soldevi Simulacrum	AC	U	••••	DFr	4	IA
CU: 1. 1: +1/+0 until end of turn. 2/4.						
Soldevi Steam Beast	AC	C		BSi	5	AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.						
• **Sol Ring**	ART	U	•••••	MTe	1	A,B,U,R
T: Add 2 to your mana pool (play as an interrupt).						
Soul Net	ART	U	••	DWi	1	A,B,U,R,4th
1: Gain 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Spirit Shield	ART	R	•••	SKi	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						
Staff of Zegon	ART	C	•	MPo	4	AQ
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.						
Standing Stones	ART	U	•	SEv	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	••	AWe	5	DK
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Storm Cauldron	ART	R		DFr	5	AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to owner's hand.						
Su-Chi	AC	U	•••	CRu	4	AQ
When Su-Chi goes to graveyard,controller gets 4 colorless mana. 4/4.						
Sunglasses of Urza	ART	R	•••	DFr	3	A,B,U,R,4th
Your plains may generate either a white or red mana.						
Staff of the Ages	ART	R	••	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not.						
Sunstone	ART	U	••	PFo	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						

Sword of the Ages ART R ●●●● CRu 6 LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.

Tablet of Epityr ART C ● CRu 1 AQ
1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.

Tawnos's Coffin ART R ●●●● CRu 4 AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.

Tawnos's Wand ART U ●● DSh 4 AQ,4th
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.

Tawnos's Weaponry ART U ●●● DFr 2 AQ,4th
2,T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.

Arcane Denial
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

ARCANE DENIAL

Arcane Denial: The newest counterspell, Arcane Denial, doesn't seem to pass muster at first glance. Giving your opponent a two-for-one card edge is the sort of trade-off which hurts a counter deck. One trick you can try is to use it on your own lesser spells, allowing you to draw three cards on the next turn. In certain situations where you need your Balance or a Land Tax, it can be a lifesaver.

Tetravus AC R ●●● MTe 6 AQ,4th
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.

Throne of Bone ART U ●● AMa 1 A,B,U,R,4th
1: Gain 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.

Time Bomb ART R ●●● AWe 4 IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.

Time Vault ART R ●●●● MTe 2 A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.

Tormod's Crypt ART C ●●●● CRu 0 DK, CH
T: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

Tower of Coireall ART U ●● DFr 2 DK
T: Make target creature unblockable by walls until end of turn.

Triassic Egg ART R ●●● DFr 4 LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.

Triskelion AC R ●●●● DSh 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.

Urza's Avenger AC R ●●●● AWe 6 AQ,4th
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.

Urza's Bauble ART U ●● CRu 0 IA
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.

Urza's Chalice ART C ●● JMe 1 AQ
1: Gain 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.

Urza's Engine AC R GSi 5 AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.

Urza's Miter ART R ●● RAF 3 AQ
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.

Vexing Arcanix ART R ●●●● RGa 4 IA
3, T: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

Vibrating Sphere ART R ●● RTh 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.

Voodoo Doll ART R ●● SEv 6 LG, CH
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.

Walking Wall AC U ●●●● AWa 4 IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.

Wall of Shields AC U ●● RGa 3 IA
Counts as wall. Banding. 0/4.

Wall of Spears AC C ●● SEv 3 AQ,4th
First strike, counts as a wall. 2/3.

Wand of Ith ART U ●●●● QHo 4 DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.

War Barge ART U ●●●● TWa 4 DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.

War Chariot ART U ●●●● DWi 3 IA
3, T: Give target creature trample until end of turn.

Weakstone ART U ●● JHa 4 AQ
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.

Whalebone Glider ART U ●●● AWe 2 IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.

Whirling Catapult ART R DFr 4 AI
2: Remove the top two cards of your library from the game to have Whirling Catapult deal one damage to each creature with flying and each player.

White Mana Battery ART R ●●● AWa 4 LG,4th
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).

Winter Orb ART R ●●● MTe 2 A,B,U,R,4th
Each player may only untap up to 1 land during untap phase.

Wooden Sphere ART U ●● MTe 1 A,B,U,R,4th
1: Gain 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.

Yotian Soldier AC C ●●● CRu 3 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.

Zelyon Sword ART R ●●● SKi 3 FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.

• **Zuran Orb** ART U ●●●●● SEv 0 IA
0: Sacrifice a land to gain 2 life.

BLACK

Abomination SC U ●●● MTe BB3 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.

Abyss, The EW R ●●●● PVe B3 LG
Each player must bury a target non-artifact creature he controls during upkeep.

Abyssal Specter SC U ●●● RTp BB2 IA
Flying. Opponent damaged by Abyssal Specter must discard a card of his choice. 2/3.

All Hallow's Eve EN R ●●● CRu BB2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.

Animate Dead EC U ●●●● AMa B1 A,B,U,R,4th
Bring a creature from any graveyard into play on your side with -1 power.

Armor Thrull SC C ●●●● Multi B2 FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.

Artifact Possession EA C ●● CRu B2 AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.

Ashen Ghoul SC U ●●● RSp B3 IA
Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.

Ashes to Ashes SOR U ●●● DTu BB1 DK,4th
Remove two non-artifact creatures from the game and take 5 damage.

Bad Moon EN R ●●●● JMy B1 A,B,U,R,4th
All black creatures in play get +1/+1.

Balduvian Dead SC U MKi B3 AI
2R: Remove target summon card in your graveyard from the game to put a Graveborn token into play. Treat this token as a 3/1 black and red creature that can attack the turn it comes into play. Bury Graveborn token at end of turn. 2/3.

Banshee SC U ●● JMy BB2 DK, CH
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.

Baron Sengir SL R ●●●● PVe BBB5 HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.

Basal Thrull SC C ● Multi BB FE
T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PFo, RKF, CRu. 1/2.

Black Carriage SC R ● DCh BB3 HL
Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.

Black Knight SC U ●●●●● JMe BB A,B,U,R,4th
Protection from white, first strike. 2/2.

Blight EL U ●● PVe BB LG,4th
If target land is tapped, destroy it at end of turn.

Bog Imp SC C ●● RSp B1 DK, 4th
Flying. 1/1.

Bog Rats SC C ●●● RSp B DK, CH
Cannot be blocked by walls. 1/1.

Bog Wraith SC U ●●● JMe B3 A,B,U,R,4th
Swampwalk. 3/3.

Breeding Pit EN U ●●●● AMa B3 FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.

Brine Shaman SC C ●●● CBr B1 IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.

Broken Visage INS R ●● MKi B4 HL
Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.

Burnt Offering INT C ●● DGe B IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.

Carrion Ants SC U ●●●● RTh BB2 LG,4th
1: +1/+1 until end of turn. 0/1.

Casting of Bones EC C AMa B2 AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.

Cemetery Gate SC C ●●● MBe B2 HL
Protection from black. Two versions. 0/5.

Chains of Mephistopheles EN R ●● HHu B1 LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.

Cloak of Confusion EC C ●● MOK B1 IA
If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his hand.

Contagion INS U MRa BB3 AI
You may pay one life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life.

• **Contract from Below** SOR R ●●●● DSh B A,B,U,R
Discard your hand; draw a new ante card plus seven cards.

Cosmic Horror SC R ●●● JMy BBB3 LG,4th
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.

Cuombajj Witches SC C ●●● KFo BB AN, CH
T: Each player does 1 damage to any target you choose first. 1/3.

Curse Artifact EA U ● MTe BB2 DK
Controller of target artifact must bury it during upkeep or lose 2 life.

Cursed Land EL U ●●● JMy BB2 A,B,U,R,4th
Do 1 damage to controller of target land during upkeep.

Cyclopean Mummy SC C ● EBe B1 LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.

Dance of the Dead EC U ●●●● RGa B1 IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.

Dark Banishing INS C ●●●● DTu B2 IA
Bury target creature. Cannot target black creatures.

Key

*/• Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Darkness Creatures attack and block as normal but deal no damage.	INS	C	●●●	HMc	B	LG
Darkpact Swap your topmost undrawn card with either ante card.	SOR	R	●●●●	QHo	BBB	A,B,U,R
Dark Ritual Add BBB to your mana pool. Artists: JHo, SEv.	INT	C	●●●●●	Multi	B	A,B,U,R,4th,IA
Deathgrip BB: Counter a green spell (play as an interrupt).	EN	U	●●●	AMa	BB	A,B,U,R,4th
Deathlace Change the color of one card being played or in play to black.	INT	R	●●●	SEv	B	A,B,U,R,4th
Demonic Attorney Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	●●	DGe	B	A,B,U,R
Demonic Consultation Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.	INS	U	●●	RAl	B	IA
Demonic Hordes T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	●●●●	JMy	BBB3	A,B,U,R
Demonic Torment Target creature deals no damage during combat and may not attack.	EC	U	●●●	AMa	B2	LG
Demonic Tutor Choose one card from your library, then reshuffle your library.	SOR	U	●●●●●	DSh	B1	A,B,U,R
Derelor Your black spells cost an additional B. 4/4.	SC	R	●●●	AMa	B3	FE
Diseased Vermin During your upkeep, Diseased Vermin deals one damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it. 1/1.	SC	U		SKi	B2	AI
Drain Life Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	●●●	DSh	B1X	A,B,U,R,4th
Dread Wight At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.	SC	R	●●●	DGe	BB3	IA
Drift of the Dead Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.	SC	U	●●●	BSn	B3	IA
Drudge Skeletons B: Regenerates. 1/1.	SC	C	●●●	SEv	B1	A,B,U,R,4th
Drudge Spell B: Remove 2 creatures from graveyard out of game. Bring token Skeleton into play. Skeleton is a black 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.	EN	U	●●	NTh	BB	HL
Dry Spell Dry Spell deals 1 damage to each creature and player. Two versions.	SOR	C	●●●	BSn	B1	HL
Dystopia CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.	EN	R		RTp	BB1	AI
Eater of the Dead Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	●●●	JMy	B4	DK
Ebon Praetor Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	●●●	RAF	B4	FE
El-Hajjaj Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.	SC	R	●●●	DWi	BB1	AN,R,4th
Erg Raiders Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.	SC	C	●●	DWi	B1	AN,R,4th
Evil Eye of Orms-By-Gore Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.	SC	U	●●	JMy	B4	LG
Evil Presence Target land is now a basic swamp.	EL	U	●●●	SEv	B	A,B,U,R,4th
Fallen, The During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	●●	JMy	BBB1	DK, CH
Fallen Angel Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.	SC	U	●●●●	AMa	BB3	LG, CH
Fear Only black or artifact creatures may block target creature. Artists: MPo, REm.	EC	C	●●●●	Multi	BB	A,B,U,R,4th, IA
Fatal Lore Target opponent chooses effect: Either you draw three cards or you choose and bury up to two target creatures that opponent controls and he draws up to three cards.	SOR	R		LSn	BB2	AI
Feast of the Unicorn Target creature gets +4/+0. Two versions.	EC	C	●●●	DDe	B3	HL
Feast or Famine Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.	INS	U		PVe	B3	AI
Fevered Strength Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next turn's upkeep. Two versions.	INS	C		BSn	B2	AI
Flow of Maggots CU: 1. May not be blocked by non-wall creatures. 2/2.	SC	R	●●●●	RSp	B2	IA
Foul Familiar Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.	SC	C	●●●	AMa	B2	IA
Frankenstein's Monster Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.	SC	R	●●●	AMa	BBX	DK
Frozen Shade B: +1/+1 until end of turn. 0/1.	SC	C	●●●	DSh	B2	A,B,U,R,4th

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Hasran Ogress Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.	SC	C	●	DFr	BB	AN, CH
Haunting Wind Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	●●	JMe	B3	AQ
Headless Horseman 2/2.	SC	C	●	QHo	B2	LG
Headstone Remove target card in any graveyard from game. Draw a card during next turn's upkeep.	INS	C	●●●	DCh	B1	HL
Hecatomb Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	●●●●●	Nth	BB1	IA
Hellfire Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	●●●●	PVe	BBB2	LG
Hell's Caretaker T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	●●●●●	SEv	B3	LG, CH
Hell Swarm Make all creatures -1/-0 until end of turn.	INS	C	●	CRu	B	LG
Hoar Shade B: +1/+1 until end of turn. 1/2.	SC	C	●●●	RTh	B3	IA
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EN	U	●●●	MTe	BB3	LG

Thawing Glaciers
Comes into play tapped.
1, Sac: Search your library for a basic land and put it into play tapped. This does not count towards your one land per turn limit. Shuffle your library afterwards. At end of turn, return Thawing Glaciers to owner's hand.

Ley Druid
2
Untap a land of your choice. This ability is played as an interrupt.
After years of research, the Druid learns one with nature, drawing power from the land and returning it when needed.

THAWING GLACIERS LEY DRUID

Thawing Glaciers and Ley Druid: Isn't it great how a new expansion can dig up crusty old cards like the Druid and make him feel wanted again? Working like a poor man's Land Tax, Glacier's can grab a land every other turn. Uncapping it with Mr. Druid let's you grab two land every other turn. Hey, with Land Tax newly restricted, this is pretty darn good. Just hope the Glaciers don't melt under the weight of Stone Rain, Armageddon and the like.

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Funeral March When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.	EC	C	●●●	MBe	BB1	HL
Gangrenous Zombies T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.	SC	C	●●●	BSn	BB1	IA
Gate to Phyrexia Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	●●●	SEv	BB	AQ
Gaze of Pain For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.	SOR	C	●●●	AMa	B1	IA
Ghost Hounds Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.	SC	U	●●	JMe	B1	HL
Ghosts of the Damned T: Make target creature -1/-0 until end of turn. 0/2.	SC	C	●	EBe	BB1	LG
Giant Slug 5: Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	●●●	AMa	B1	LG, CH
Gloom White spells and white enchantment activation costs now require 3 extra mana.	EN	U	●●●●●	DFr	B2	A,B,U,R,4th
Glyph of Doom Creatures blocked by target wall are destroyed after combat.	INS	C	●	SVC	B	LG
Grandmother Sengir B1, T: Target creature -1/-1 until end of turn. 3/3.	SC	R	●●	PVe	B4	HL
Gravebind Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.	INS	R	●●	DTu	B	IA
Grave Robbers B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	●●●	QHo	BB1	DK
Greater Werewolf After combat, put a 0/-2 counter on all creatures that blocked werewolf. 2/4.	SC	C	●●●	DDer	B4	HL
Greed B: Draw an extra card and sacrifice 2 life.	EN	R	●●●	PFo	B3	LG, 4th
Guardian Beast If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	●●●●	KMe	B3	AN

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	●●●●	MPo	BX	A,B,U,R,4th,IA
Hyalopterous Lemure 0: Gains flying and -1/-0 until end of turn. 4/3.	SC	U	●●●	RTh	B4	IA
Hymn to Tourach Target player randomly discards two cards from hand. Artists: LDa, QHo, SKi,SVC.	SOR	C	●●●●●	Multi	BB	FE
Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	●●●●●	DSh	BB1	A,B,U,R,4th
Icequake Destroy a land. If it is a snow-covered land, Icequake does one damage to the land's controller.	SOR	U	●●●	RKF	BB1	IA
Ihsan's Shade Protection from white. 5/5.	SC	U	●●●●●	CRu	BBB3	HL
Imprison 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	●●●●	CRu	B	LG
Infernal Darkness CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.	EN	R	●●	PFo	BB2	IA
Infernal Denizen During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. T: Gain control of target creature. 5/7.	SC	R	●	DTu	B7	IA
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	●●●	AMa	BB3	LG
Initiates of the Ebon Hand 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than three is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.	SC	C	●●●	Multi	B	FE
Inquisition Examine target player's hand. Do one damage for each white card.	SOR	C	●	AMa	B2	DK
Insidious Bookworms 1: Target player discards a card at random from hand. Use this ability only when Insidious Bookworms is put into graveyard from play. You cannot spend more than 1B in this way each turn. Two versions. 1/1.	SC	C		GSi	B	AI
Irini Sengir All white and green enchantments cost an extra 2 to cast. 2/2.	SC	U	●	PVe	BB2	HL
Jovial Evil Do 2 damage to opponent for each white creature opponent controls.	SOR	R	●●	CRu	B2	LG
Junun Efreet Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.	SC	U	●●●	CRu	BB1	AN,4th

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Juzam Djinn	Take 1 damage during upkeep. 5/5.	SC	R	●●●●●	MTe	BB2	AN
Keeper of Tresserhorn	If Keeper of Tresserhorn attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. Effects that prevent or redirect damage can not be used to counter this loss. 6/6. Artists: ZPI & DAG.	SC	R	Multi	BS		AI
Khabal Ghoul	Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	●●●●	DSh	B2	AN
Kjeldoran Dead	You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	●●●●	MBe	B	IA
Knights of Stromgald	Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.	SC	U	●●●●●	MPo	BB	IA
Koskun Falls	During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.	EW	R	●●	RAl	BB2	HL
Krovikan Elementalist	2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.	SC	U	●●●	DSh	BB	IA
Krovikan Fetish	Target creature gets +1/+1. Draw a card at the beginning of the next turn.	EC	C	●●	HHu	B2	IA
Krovikan Horror	At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.	SC	R		CRu	B3	AI
Krovikan Plague	Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. 0: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.	EC	U		LDa	B2	AI
Krovikan Vampire	If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.	SC	U	●●●	QHo	BB3	IA
Legions of Lim-Dûl	Snow-covered swampwalk. 2/3.	SC	C	●●	AMa	BB1	IA
Leshrac's Rite	Give target creature swampwalk.	EC	U	●●●	RTh	B	IA
Leshrac's Sigil	BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.	EN	U	●●●●	DTu	BB	IA
Lesser Werewolf	B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	●●●	QHo	B3	LG
Lich	Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	●●	DGe	BBBB	A,B,U
Lim-Dûl's Cohort	Creatures blocking or blocked by Lim-Dûl's Cohort cannot regenerate this turn. 2/3.	SC	C	●●	DSh	BB1	IA
Lim-Dûl's Hex	During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.	EN	U	●●●	LDa	B1	IA
Lim-Dûl's High Guard	First strike. 1B: Regenerate. Two versions. 2/1.	SC	C		AMa	BB1	AI
Lord of the Pit	Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	●●●	MTe	BBB4	A,B,U,R,4th
Lost Soul	Swampwalk. 2/1.	SC	C	●●	RAF	BB1	LG,4th
Marsh Gas	Make all creatures -2/-0 until end of turn.	INS	C	•	DSh	B	DK,4th
Mind Ravel	Target player must discard a card from his hand. Draw a card at the beginning of the next turn.	SOR	C	•	MTe	B2	IA
Mindstab Thrull	If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.	SC	C	●●	Multi	BB1	FE
• Mind Twist	Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	●●●●●	JBa	BX	A,B,U,R,4th
Mind Warp	Look at a player's hand and discard X cards of your choice from that hand.	SOR	U	●●●	LDa	B3X	IA
Mind Whip	During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he does not pay 3. That creature is tapped if Mind Whip deals damage in this way.	EC	R	●●●	DTu	BB2	IA
Minion of Leshrac	Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.	SC	R	●●●●	LWi	BBB4	IA
Minion of Tevesh Szat	Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.	SC	R	●●●●●	JBa	BBB4	IA
Misinformation	Put up to three target cards from an opponent's graveyard on top of his library in any order.	INS	U		RKF	B	AI
Mold Demon	Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JMy	BB5	LG
Mole Worms	T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.	SC	U	●●●	DGe	B2	IA
Moor Fiend	Swampwalk. 3/3.	SC	C	●●●	AMa	B3	IA
Murk Dwellers	If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	●●●	DTu	B3	DK,4th
Nameless Race	Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	●●●	QHo	B3	DK
Pestilence Rats	* equals the number of other Rats in play. */3.	SC	C	●●	JMe	B2	IA
Phantasmal Fiend	B: +1/-1 until end of turn. 1U: Switch Phantasmal Fiend's power and toughness until end of turn. Effects that alter Phantasmal Fiend's power alter its toughness instead, and vice versa. Two versions. 1/5.	SC	C		SKi	B3	AI
Phyrexian Boon	As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.	EC	C		MTe	B2	AI
Phyrexian Gremlins	T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	●●●	AWe	B2	AQ
Pit Scorpion	If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he ever has 10 or more poison counters. 1/1.	SC	C	●●	SKi	B2	LG, 4th
Plague Rats	Power and toughness equal number of Plague Rats in play. */*.	SC	C	●●	AMa	B2	A,B,U,R,4th
Pox	Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	●●●●	CBr	BBB	IA
Priest of Yawgmoth	T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	MTe	B1	AQ

Soldier of Fortune
Summon Soldier
2, ⟳: Target player shuffles his or her library.
"Loyalty to coin alone is loyalty nonetheless."
—General Varchild

Sylvan Library
1 ⟳
You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back on top of your library in any order, or lose 4 life. Damage that can't be prevented, effects that prevent or redirect damage, may not be used to counter this loss of life.

SOLDIER OF FORTUNE SYLVAN LIBRARY

Soldier of Fortune and Sylvan Library: The library, with its ability to allow you to scan the top three cards of your library and choose one during your upkeep, is arguably the best green enchantment. Hiring the Soldier just gold-plates your library card. Here's the deal. Don't like your next three cards? Just tap the soldier to look at three new cards on your next upkeep. If your opponent's playing sleeveless Type I, make him shuffle every turn and he'll probably just concede.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Necrite	If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.	SC	C	●●	Multi	BB1	FE
Necropotence	Skip your draw phase. 0: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.	EN	R	●●●●	MTe	BBB	IA
Nether Shadow	If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	●●●	CRu	BB	A,B,U,R,4th
Nether Void	Counter all spells unless their casters pay an extra 3.	EW	R	●●●●	HMc	B3	LG
Nettling Imp	T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his attack. 1/1.	SC	U	●●●	QHo	B2	A,B,U,R
Nightmare	Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	●●●●	MBe	B5	A,B,U,R,4th
Norritt	T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his attack. 1/1.	SC	C	●●●●	MRa	B3	IA
Oath of Lim-Dûl	For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.	EN	R	●●●	DSh	B3	IA
Order of the Ebon Hand	Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.	SC	C	●●●●●	Multi	BB	FE
Oubliette	Place target creature out of play.	EN	C	●●●●	DSh	BB1	AN
Paralyze	Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	●●●	AMa	B	A,B,U,R,4th
Pestilence	B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	●●●●●	JMy	B2	A,B,U,R,4th
Quagmire	Creatures with swampwalk may be blocked.	EN	U	●●	DFr	B2	LG
Rag Man	BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	●●●	DGe	BB2	DK,4th
Raise Dead	Bring a creature from your graveyard into your hand.	SOR	C	●●●	JMe	B	A,B,U,R,4th
Ritual of the Machine	Sacrifice a creature to gain control of target non-black, non-artifact creature.	SOR	R		AMa	BB2	AI
Royal Assassin	T: Destroy any tapped creature. 1/1.	SC	R	●●●●●	TWa	BB1	A,B,U,R,4th
Sacrifice	Sacrifice a creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	•	DFr	B	A,B,U,R
Scathe Zombies	2/2.	SC	C	•	JMy	B2	A,B,U,R,4th
Scavenging Ghoul	At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	●●●	JMe	B3	A,B,U,R,4th
Season of the Witch	At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	●●	JMy	BBB	DK
Seizures	When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.	EC	C	●●●	JBa	B1	IA
Sengir Autocrat	When Sengir Autocrat comes into play, put three serf tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all serf tokens. 2/2.	SC	R	●●●	DCh	B3	HL
Sengir Bats	Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats. Sengir Bats Receive +1/+1. Two versions. 1/2.	SC	C	●●●	DFr	BB1	HL
Sengir Vampire	Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.	SC	U	●●●●●	AMa	BB3	A,B,U,R,4th

Key

•/▪ Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Sewars of Estark	INS	R	●●●	MBe	BB2	PR
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.						
Shimian Night Stalker	SC	U	●●●	JMy	BB3	LG, CH
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.						
Simulacrum	INS	U	●●●●	MPo	B1	A,B,U,R,4th
Retroactively redirect all damage done to you this turn to one of your creatures.						
Sinkhole	SOR	C	●●●●	SEv	BB	A,B,U
Destroy a land.						

False Demise
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.
"For the name of one missing 'dead' scene to be turning up in Vorchild's ranks."
King Darien of Kjeldor

FALSE DEMISE

False Demise: This card is great for safeguarding your own creatures, but what's not immediately apparent is that it will work on your opponent's creatures as well. False Demise on your opponent's Juzam Djinn followed by a Jokulhaups, Nevinyrral's Disk, five-point Fireball or any number of spells will invite the once-hated Juzam over to your side of the table where he'll be your bosom buddy.

Soldevi Adnate	SC	C		CRu	B1	AI
T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. Play this ability as an interrupt. Two versions. 1/2.						
Songs of the Damned	INT	C	●●	PVe	B	IA
Add B to your mana pool for every creature in your graveyard.						
Sorceress Queen	SC	R	●●●	KFo	BB1	AN,R,4th
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Soul Burn	SOR	C	●●●	RAl	B2	IA
Do one damage to any target for each B or R spent above the casting cost. Gain one life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his total life.						
Soul Exchange	SOR	U	●●●●	AWa	BB	FE
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
Soul Kiss	EC	C	●●●●	NLe	B2	IA
B: Sacrifice one life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.						
Spirit Shackle	EC	U	●●	EBe	BB	LG,4th
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.						
Spoils of Evil	INT	R	●●●	QHo	B2	IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						
Spoils of War	SOR	R	●●●●	PVe	BX	IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Stench of Decay	INS	C		HHu	BB1	AI
All non-artifact creatures get -1/-1 until end of turn. Two versions.						
Stench of Evil	SOR	U	●●●●	MTe	BB2	IA
Destroy all plains. Each player takes one damage for each plains he loses this way. Each player may pay two for each one damage he wishes to prevent.						
Stone-Throwing Devils	SC	C	●●●●	KMe	B	AN
First strike. 1/1.						
Stromgald Cabal	SC	R	●●●●●	AMa	BB1	IA
T: Sacrifice 1 life to counter a white spell. 2/2.						
Stromgald Spy	SC	U		ZPl	B3	AI
If Stromgald Spy attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, defending player must play with his hand face up on the table until Stromgald Spy leaves play. 2/4.						
Swamp Mosquito	SC	C		NLe	B1	AI
Flying. If Swamp Mosquito attacks and is not blocked, defending player gets a poison counter. If a player has 10 or more poison counters, he loses the game. Two versions. 0/1.						
Syphon Soul	SOR	C	●●●	MBe	B2	LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Takklemaggot	EC	U	●●	DGe	BB2	LG, CH
Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Terror	INS	C	●●●●	RSP	B1	A,B,U,R,4th
Bury target creature. Cannot target black or artifact creatures.						
Timmerian Fiends	SC	R	●●	MKi	BB1	HL
Remove Timmerian Fiends from deck if not playing for ante. BBB: Sacrifice Timmerian Fiends to bury target opponent's artifact in your graveyard. Put Timmerian Fiends into his graveyard. This card change is permanent. Opponent may ante an additional card to counter this effect. 1/1.						
Thrull Champion	SC	R	●●●	DGe	B4	FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.						
Thrull Retainer	EC	U	●●●●	RSp	B	FE
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
Thrull Wizard	SC	U	●●	AMa	B2	FE
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.						
Torture	EC	C	●●●	MTe	B	HL
B1: Place -1/-1 token on creature Torture enchants. Two versions.						
Touch of Darkness	INS	U	●●●	PVe	B0	LG
Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Touch of Death	SOR	C	●●	MBe	B2	IA
Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.						
Tourach's Chant	EN	U	●●	RKF	BB1	FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
Tourach's Gate	EL	R	●●	SEv	BB1	FE
You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put three time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.						
Transmutation	INS	C	●●●	SVC	B1	LG, CH
Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
Uncle Istvan	SC	U	●●●	DGe	BBB1	DK,4th
Creatures cannot damage Uncle Istvan. 1/3.						
• **Underworld Dreams**	EN	U	●●●●●	JBa	BBB	LG
Do 1 damage to opponent for each card drawn.						
Unholy Strength	EC	C	●●●●	DSh	B	A,B,U,R,4th
Target creature gains +2/+1.						
Vampire Bats	SC	C	●●	AMa	B	LG,4th
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
Veldrane of Sengir	SC	R	●●	SVC	BB5	HL
BB1: Forestwalk and -3/-0. 5/5.						
Walking Dead	SC	C	●●●●	DFr	B1	LG
B: Regenerates. 1/1.						
Wall of Bone	SC	U	●●	AMa	B2	A,B,U,R,4th
B: Regenerates. 1/4.						
Wall of Putrid Flesh	SC	U	●●	RTh	B2	LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						
Wall of Shadows	SC	C	●●●	PVe	BB	LG, CH
Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Wall of Tombstones	SC	U	•	DFr	B1	LG
=the number of creatures in your graveyard. 0/1+.						
Warp Artifact	EA	R	●●●	AWe	BB	A,B,U,R,4th
Do 1 damage to target artifact's controller during upkeep.						
Weakness	EC	C	●●●●	DSh	B0	A,B,U,R,4th
Target creature loses -2/-1.						
Will-O'-The-Wisp	SC	R	●●●●●	JMy	B	A,B,U,R,4th
Flying. B: Regenerates. 0/1.						
Withering Wisps	EN	U	●●●●	Nth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end.						
Word of Binding	SOR	C	●●●	RSp	BBX	DK,4th
Tap X creatures.						
Word of Command	INS	R	●●	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his available mana.						
Worms of the Earth	EN	R	●●	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	●●●●	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
Xenic Poltergeist	SC	R	●●●	DFr	BB1	AQ, 4th
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
Yawgmoth Demon	SC	R	●●	SEv	BB4	AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6.						
Zombie Master	SC	R	●●	JMe	BB1	A,B,U,R,4th
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						

BLUE

Acid Rain	SOR	R	●●●	NTh	U3	LG
Destroy all forests in play.						
Æther Storm	EN	U	●●●	MTe	U3	HL
No summon spells may be cast. Any player may pay 4 life to bury Æther Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						
Air Elemental	SC	U	●●●●	RTh	UU3	A,B,U,R,4th
Flying. 4/4.						
Amnesia	SOR	U	●●●●	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
• **Ancestral Recall**	INS	R	●●●●●	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	●●●	DSh	U3	A,B,U,R,4th
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	●●●●	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	●●●	DFr	UU1	DK,4th
U, T: Add 3 to your mana pool (play as an interrupt). 0/1.						
Arcane Denial	INT	C		RKF	U1	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep. Draw a card at the beginning of the next turn's upkeep. Two versions.						
Arnjlot's Ascent	EN	C	●●●	DTu	UU1	IA
CU: U. 1: Target creature gains flying until end of turn.						
Awesome Presence	EC	C		LSn	U	AI
Enchanted creature can't be blocked unless defending player pays an additional three for each creature assigned to block enchanted creature. Two versions.						
Azure Drake	SC	U	●●●	DFr	U3	LG, CH
Flying. 2/4.						
Baki's Curse	SOR	R	●●	NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.						
Backfire	EC	U	●●	BSn	U	LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Balduvian Conjurer	SC	U	●●●	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.						
Balduvian Shaman	SC	C	●●	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Benthic Explorers	SC	C		GSi	U3	AI
T: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. Two versions. 2/4.						
Binding Grasp	EC	U	●●●●	RTp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.						
Blue Elemental Blast	INT	C	●●●	RTh	U	A,B,U,R,4th
Counter a red spell being cast or destroy a red card in play.						
Boomerang	INS	C	●●●●	BSn	UU	LG, CH
Return target permanent to owner's hand.						
• **Braingeyser**	SOR	R	●●●●	MTe	UUX	A,B,U,R
Target player must draw X cards.						
Brainstorm	INS	C	●●●●	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	●●●	PFo	UU2	IA
CU: U. Green creatures require an additional CU: 1.						
Brine Hag	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Browse	2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.	EN	U		PFo	UU2	AI
Chain Stasis	Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.	INS	R	●●●	PMo	U	HL
Clairvoyance	Look at target player's hand. Draw a card at beginning of next turn.	INS	C	●●●	KMe	U	IA
Clone	Clone acquires all characteristics, including color, of target creature in play. Clone retains these charateristics even if target creature is destroyed. */*.	SC	U	●●●●●	JBa	U3	A,B,U,R
Dreams of the Dead	U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	●●●	HHu	U3	IA
Drowned	B: Regenerates. 1/1.	SC	C	●	QHo	U1	DK
Elder Spawn	Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	●	JMy	UUU4	LG
Electric Eel	RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Take 1 damage when summoning Electric Eel. 1/1.	SC	U	●	AMa	U	DK
Foresight	Search your library for any three cards and remove them from the game. Shuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep. Two versions.	SOR	C		TNi	U1	AI
Forget	Target player chooses and discards 2 cards from his hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.	SOR	R	●●●	MKi	UU	HL
Gaseous Form	Target creature deals nor receives damage in combat.	EC	C	●●	PFo	U2	LG,4th
Ghost Ship	Flying. UUU: Regenerates. 2/4.	SC	U	●●●●	TWä	UU2	DK,4th
Giant Albatross	Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. Two versions.	SC	C	●●	DCh	U1	HL
Giant Oyster	You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a - 1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.	SC	U	●●●●	NLe	UU2	HL
Giant Shark	When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	●●	TWä	U5	DK
Giant Tortoise	+0/+3 while untapped. 1/1.	SC	C	●●	KFo	U1	AN,4th
Glacial Wall	0/7.	SC	U	●●●	DWi	U2	IA
Glyph of Delusion	Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	●	SVC	U	LG
High Tide	All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.	INS	C	●●	Multi	U	FE
Homarid	Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.	SC	C	●	Multi	U2	FE
Homarid Shaman	U: Tap target green creature. 2/1.	SC	R	●●●	AWe	UU2	FE
Homarid Spawning Bed	UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	●●●●	DSh	UU	FE
Homarid Warrior	U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap it as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.	SC	C	●●	Multi	U4	FE
Hurkyl's Recall	Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	●●●	NTh	U1	AQ,R,4th
Hydroblast	Counter a spell being cast or destroy a red permanent if it's red.	INT	C	●●●	KFo	U	IA
Iceberg	Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.	EN	U	●●●	JMe	UUX	IA
Icy Prison	Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.	EN	R	●●●	AMa	UU	IA
Illusionary Forces	Flying. CU: U. 4/4.	SC	C	●●●	JHa	U3	IA
Illusionary Presence	CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.	SC	R	●●●	KFo	UU1	IA
Illusionary Terrain	CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.	EN	U	●●●	RAl	UU	IA
Illusionary Wall	Flying, first strike. CU: U. 7/4.	SC	C	●●●	MPo	U4	IA
Illusions of Grandeur	CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.	EN	R	●●●	QHo	U3	IA
Infuse	Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	●	RGa	U2	IA
In the Eye of Chaos	Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	●	CRu	U2	LG
Invisibility	Target creature may only be blocked by walls.	EC	C	●●●●	AMa	UU	A,B,U

Varchild's War-Riders
Trample, rampage: 1
Cumulative Upkeep: Put a Survivor token into play under target opponent's control. Treat this token as a 1/1 red creature.
"What tries to crush our spirit only strengthens our resolve." —Lanisa Caldayes, Balduvian Chieftain
3/4

Pestilence
Enchantment
: Do 1 damage to each creature and to both players.
If there are no creatures in play at the end of any turn, Pestilence must be discarded.

VARCHILD'S WAR-RIDERS PESTILENCE

Varchild's War-Riders and Pestilence: The War-Riders are an amazingly cheap 3/4 with a very annoying drawback: a cumulative upkeep of giving your opponent a 1/1 token every turn. To keep that weenie hoard at bay you'll need some serious help. Screw the Prodigal Sorcerer or the Rod of Ruin, what you need is a good old-fashioned Pestilence. A mere one black mana kills off those troublesome tokens the War-Riders are cranking out.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Control Magic	Control target creature until enchantment is discarded or game ends.	EC	U	●●●●●	DWi	UU2	A,B,U,R,4th
• **Copy Artifact**	Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	●●●●	AWe	U1	A,B,U,R
Coral Reef	Put four polyp counters on Coral Reef. 0: sacrifice an Island for 2 polyps. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 polyp counter.	EN	C	●●	AWe	UU	HL
Counterspell	Counter target spell as it is being cast. Artists: MPo, LWi	INT	U	●●●●●	Multi	UU	A,B,U,R,4TH,IA
Creature Bond	If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	●●	AMa	U1	A,B,U,R,4th
Dance of Many	When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	●●●●	SEv	UU	DK, CH
Dandan	Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	●●	DTu	UU	AN, CH
Dark Maze	0: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. Two versions	SC	C	●	RAl	U4	HL
Deep Spawn	Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	●●●	MTe	UUU5	FE
Deep Water	U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	●●	JMe	UU	DK
Deflection	Target spell with one target now targets a legal target of your choice.	INT	R	●●●●●	MRa	U3	IA
Devouring Deep	Islandwalk. 1/2.	SC	C	●●	LDa	U2	LG
Diminishing Returns	Each player shuffles his hand and graveyard into his library. Remove the top 10 cards from your library from the game. Each player draws up to seven cards.	SOR	U		LWi	UU2	AI
Drafna's Restoration	Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.	SOR	C	●●	AWe	U	AQ
Drain Power	Opponent must draw all mana from available lands. All mana in opponent's mana pool is added to yours.	SOR	R	●●●●	DSh	UU	A,B,U,R,4th
Dream Coat	Change target creature's color to another color (play as an interrupt).	EC	U	●●●	AWa	U	LG
Enchantment Alteration	Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	U	●●●●	BSn	U	LG, CH
Energy Flux	Each artifact requires 2 during upkeep or it must be destroyed.	EN	U	●●●	KFo	U2	AQ,R,4th
Energy Tap	Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	●●	DGe	U	LG,4th
Enervate	Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	●	LWi	U1	IA
Erosion	Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	●●	PVe	UUU	DK,4th
Errant Minion	During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent from Errant Minion.	EC	C	●	HMc	U2	IA
Essence Flare	Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.	EC	C	●●●	RKF	U	IA
False Demise	If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast. Two versions.	EC	U		RGa	U2	AI
Feedback	Do 1 damage to controller of target enchantment during upkeep.	EE	U	●●	QHo	U2	A,B,U,R,4th
Field of Dreams	The top card in every library plays face up.	EW	R	●●●	KFo	U	LG
Fishliver Oil	Give target creature islandwalk.	EC	C	●●●	AMa	U1	AN, CH
Flash Counter	Counter target interrupt or instant spell.	INT	C	●●●	HMc	U1	LG
Flash Flood	Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	●	TWä	U	LG, CH
Flight	Target creature now has flying.	EC	C	●●●●	AMa	U	A,B,U,R,4th
Flood	UU: Tap target non-flying creature.	EN	C	●●●	DDe	U	DK,4th
Flying Men	Flying. 1/1.	SC	C	●●●●	CRu	U	AN
Force of Will	You may pay one life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.	INT	U		TNi	UU3	AI
Force Spike	Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	●●	BWa	U	LG
Force Void	Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.	INT	U	●	MTe	U2	IA

Key

*/- Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Invoke Prejudice	EN	R	••	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jasconius	SC	R	••	JMy	UUU4	AN,R,4th
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Jinx	INS	C	••	MKi	U1	HL
Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.						
Jump	INS	C	••	MPo	U	A,B,U,R,4th
Target creature has flying until end of turn.						
Juxtapose	SOR	R	•••	JHa	U3	LG, CH
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Krovikan Sorcerer	SC	C	•••	PMo	U2	IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.						
Labyrinth Minotaur	SC	C	••	AMa	U3	HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. Two versions. 1/4.						
Land Equilibrium	EN	R	••••	JMy	UU2	LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one opponent puts in play.						
Lat-Nam's Legacy	INS	C		TWa	U1	AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep. Two versions.						
Leviathan	SC	R	•••	MTe	UUUU5	DK,4th
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
Library of Lat-Nam	SOR	R		ARa	U4	AI
Target opponent chooses effect: Either you draw three cards at the beginning of the next turn's upkeep or you search your library for a card, put it into your hand and then shuffle your library.						
Lifetap	EN	U	••••	AMa	UU	A,B,U,R,4th
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	•••	MBe	UU	A,B,U,R,4th
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	••••	JBa	U	A,B,U,R,4th
Change the text of a card being played or in play by switching one basic land type with another.						
Magus of the Unseen	SC	R	••••	KFo	U1	IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.						
Mahamoti Djinn	SC	R	•••••	DFr	UU4	A,B,U,R,4th
Flying. 5/6.						
Mana Drain	INT	U	•••••	MTe	UU	LG
Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.						
Mana Short	INS	R	••••	DWi	U2	A,B,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Mana Vortex	EN	R	••	DSh	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						
Marjhan	SC	R	••••	DGe	UU5	HL
Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/-0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.						
Memory Lapse	INT	C	•••	MTe	U1	HL
Counter target spell. Put that spell on top of its owner's library. Two versions.						
Merchant Scroll	SOR	C	•••	LDah	U1	HL
Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.						
Merchant Ship	SC	R	••	TWa	U	AN
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.						
Merfolk Assassin	SC	U	•••	DDe	UU	DK
T: Destroy target creature that has islandwalk. 1/2.						
Merfolk of the Pearl Trident	SC	C	•	JMe	U	A,B,U,R,4th
1/1.						
Merseine	EC	C	•••	Multi	UU2	FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHu, MOK, DTu, PVe.						
Mesmeric Trance	EN	R	•••	DFr	UU1	IA
CU: 1. U: Discard a card from your hand to draw a card.						
Mind Bomb	SOR	U	••	MTe	U	DK,4th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						
Misfolk	SC	C	•••	QHo	UU	IA
U: Counter any spell that targets Misfolk. 1/2.						
Musician	SC	R	•••	DTu	U2	IA
CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he pays 1 for each music counter or the creature is destroyed. 1/1.						
Mystic Decree	EW	R	•••	LDa	UU2	HL
All creatures lose flying and islandwalk.						
Mystic Might	EL	R	•	NLe	U	IA
CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.						
Mystic Remora	EN	C	••	KMe	U	IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.						
Narwhal	SC	R	•••	DCh	UU2	HL
First strike, Protection from red. 2/2.						
Old Man of the Sea	SC	R	••••	SVC	UU1	AN
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.						
Part Water	SOR	U	•••	NTh	UXX	LG
Give X target creatures islandwalk until end of turn.						
Phantasmal Forces	SC	U	••	MPo	U3	A,B,U,R,4th
Flying. Pay U during upkeep or card is destroyed. 4/1.						
Phantasmal Mount	SC	U	••••	MBe	U1	IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.						
Phantasmal Sphere	SC	C		MTe	U1	AI
Flying. At the beginning of the upkeep, put a +1/+1 counter on Phantasmal Sphere. During your upkeep, pay one for each of these +1/+1 counters or bury Phantasmal Sphere. If Phantasmal Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number of these +1/+1 counters on Phantasmal Sphere. 0/1.						
Phantasmal Terrain	EL	C	••••	DWi	UU	A,B,U,R,4th
Target land switches to any basic land type chosen by caster.						
Phantom Monster	SC	U	••••	JMy	U3	A,B,U,R,4th
Flying. 3/3.						
Pirate Ship	SC	R	•••	TWa	U4	A,B,U,R,4th
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.						
Polar Kraken	SC	R	•••	MTe	UUU8	IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.						
Portent	SOR	C	••••	LDa	U	IA
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.						
Power Artifact	EA	U	••	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
Power Leak	EE	C	••	DTu	U1	A,B,U,R,4th
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						
Power Sink	INT	C	••••	RTh	UX	A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
Prodigal Sorcerer	SC	C	•••	DSh	U2	A,B,U,R,4th
T: Do 1 damage to any target. 1/1.						
Psionic Blast	INS	U	•••••	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
Psionic Entity	SC	R	••	JHa	U4	LG,4th
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Allergy	EN	R	••••	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	•••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Venom	EL	C	••	BSn	U1	A,B,U,R,4th
Do 2 damage to target land's controller whenever target land is tapped.						
Puppet Master	EC	U	•••	SEv	UUU	LG, CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
Ray of Command	INS	C	•••••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
Ray of Erasure	INS	C	••	MRa	U	IA
Target player must take the top card of his library and place it in his graveyard. Draw a card at the beginning of the next turn.						
Reality Twist	EN	R	••	JEr	UUU	IA
CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
• **Recall**	SOR	U	•••••	BSn	UXX	LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
Reef Pirates	SC	C	••	TWa	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. Two versions. 2/2.						
Relic Bind	EA	R	••	CRu	U2	LG,4th
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	•••	BSn	U1	LG, CH
Counter target summon spell.						
Reset	INT	U	••	NLe	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his upkeep.						
Reveka, Wizard Savant	SL	R	•••	SVC	UU2	HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
Reverberation	INS	R	•••	JHa	UU2	LG
Redirect damage from a sorcery to its caster.						
Riptide	INS	C	•	RAF	U	DK
Tap all blue creatures.						
River Merfolk	SC	R	•••	DSh	UU	FE
U: Give River Merfolk mountainwalk .until end of turn. 2/1.						
Sage of Lat-Nam	SC	C	•	PVe	U1	AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.1/1.						
Sea King's Blessing	INS	U	••	RAF	U	LG
Change color of any number of target creatures to blue until end of turn.						
Sea Serpent	SC	C	••	JMe	U5	A,B,U,R,4th
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.						

Cloak of Confusion
Enchant Creature
If target creature you control attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, that player discards a card at random from his or her hand. Ignore this ability if that player has no cards in hand.
Illus. Margaret Organ-Kean

GORILLA BERSERKERS CLOAK OF CONFUSION

Gorilla Berserkers and Cloak of Confusion: The Cloak's a neat enchantment, but can usually be blocked, countering its "if you don't block you lose a card" ability. But your opponent never counted on…monkeys! Yep, Gorilla Berserkers (with their rampage: two, trample and ability not to be blocked by fewer than three critters) are the perfect fit for the Cloak. "You let my monkeys in?" Okay, discard a card at random. "You block my monkeys?" Okay, they're now 8/9 giant trample monkeys.

Seasinger SC U ●●● AWe UU1 FE
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.

Sea Spirit SC U ●●● RAl U4 IA
U: +1/+0 until end of turn. 2/3.

Spiny Starfish SC U ARa U2 Al
U: Regenerate. At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures. 0/1.

Stasis EN R ●●● FJo U1 A,B,U,R,4th
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.

- **Timetwister** SOR R ●●●●● MTe U2 A,B,U
  Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.
- **Time Walk** SOR R ●●●●● AWe U1 A,B,U
  Take an extra turn immediately after the end of the one in which you cast Time Walk.

Omen of Fire
Instant
Return all islands to their owners' hands. Each player sacrifices a plain or a white permanent for each white permanent he or she controls.
"Let Braids-a burn to warm Kjeldor's hearth!"
—General Tanshild

Magical Hack
Change the text of any card being played or already in play by replacing one basic land type with another. For example, you may change "swampwalk" to "plainswalk."

Sleight of Mind
Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

OMEN OF FIRE MAGICAL HACK SLEIGHT OF MIND

Omen of Fire, Magical Hack and Sleight of Mind: Omen of Fire goes on the short list of cards that are functionally Sleightable and Hackable. In this case a well-timed Hack and Sleight can make a great hoser card super-effective, sending all your opponent's lands back into his hand and killing off the other 50 percent of his stuff, regardless of what color he's playing. Stir in a Black Vise, Storm Seeker or Wheel of Fortune for bonus fun and games.

Sea Sprite SC U ●●● SVC U1 HL
Flying. Protection from red. 1/1.

Sea Troll SC U ● DGe U2 HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1.

Segovian Leviathan SC U ●●● MBe U4 LG,4th
Islandwalk. 3/3.

Serendib Djinn SC R ●●● AMa UU2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

Serendib Efreet SC R ●●●● AMa U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.

Shyft SC R ●●● RTh U4 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.

Sibilant Spirit SC R ●●●● RSp U5 IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.

Silhouette INS U ● KFo U LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Silver Erne SC U ●●● MBe U3 IA
Flying, trample. 2/2.

Sindbad SC U ● JBa U1 AN,4th
T:Draw new card, you may only keep it if it's a land.1/1.

Siren's Call INS U ●●● AMa U A,B,U,R,4th
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his attack. Just-summoned creatures are not affected by Siren's Call.

Sleight of Mind INT U ●●●●● NLe U A,B,U,R,4th,IA
Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C ●●● KMe U1 IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EN C ●● PFo U2 IA
CU: U. Islands may produce an addition U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.

Soldevi Heretic SC C MKi U2 Al
W, T: Prevent up to two damage to any creature. Target opponent may draw a card. Two versions. 2/2.

Soldevi Machinist SC U ●● JMe U1 IA
T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.

Soldevi Sage SC C CHe U1 Al
T: Sacrifice two lands to draw three cards. Choose and discard one of those cards. Two versions. 1/1.

Soul Barrier EN U ● HMc U2 IA
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.

Spectral Cloak EC U ●●●● RAl UU LG
Target creature may not be targeted by spells or fast effects unless it is tapped.

Spell Blast INT C ●●●● BSn UX A,B,U,R,4th
Counter target spell; X is casting cost of target spell.

Steal Artifact EA U ●●● AWe UU2 A,B,U,R,4th
Take control of target artifact.

Storm Crow SC C SEv U1 Al
Flying. Two versions. 1/2.

Storm Elemental SC U JMa U5 Al
Flying. U: Remove the top card of your library from the game to tap target creature with flying. U: Remove the top card of your library from the game. If that card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.

Suffocation INS U LWi U1 Al
Play only when a red sorcery or instant deals damage to you. Suffocation deals four damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.

Sunken City EN C ●●● JMy UU DK,4th
All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.

Svyelunite Priest SC U ●● RSp U1 FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U ●● RAl U DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Telekinesis INS R ●● DGe UU LG
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.

Teleport INS R ●●● DSh UUU LG, CH
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.

Thoughtlace INT R ●●● MPo U A,B,U,R,4th
Change the color of a card being played or already in play to blue.

Thought Lash EN R MTe UU2 Al
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. O: Remove the top card of your library from game to prevent one damage to you.

Thunder Wall SC U ●●● RTh UU1 IA
Flying. U: +1/+1 until end of turn. 0/2.

Tidal Control EN R RGa UU1 Al
CU: 2. Any player may pay two or two life to counter target red or green spell. Play this ability as an interrupt. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Tidal Flats EN C ●● Multi U FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creatures to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAl (Two versions), SEv.

Tidal Influence EN U ●● TWä U2 FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is one tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are four on Tidal Influence.

Time Elemental SC R ●●● AWe U2 LG,4th
Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

Transmute Artifact SOR U ●●● AMa UU AQ
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.

Twiddle INS C ●●●● RAl U A,B,U,4th
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.

Undertow EN U ●● RAF U2 LG
Creatures with islandwalk may be blocked.

Unstable Mutation EC C ●●●● DSh U AN,R,4th
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.

Unsummon INS C ●●● DSh U A,B,U,R,4th
Return target creature to the hand of its owner. Discard enchantments on creature.

Updraft INS U ●● LWi U1 IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

Venarian Gold EC C ●●● DGe UUX LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R ●●●●● QHo UU3 A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*.

Viscerid Armor EC C HHu U1 Al
Enchanted creature gets +1/+1. 1U: Return Viscerid Armor to owner's hand. Two versions.

Viscerid Drone SC U HHu U1 Al
T: Sacrifice a creature and a Swamp to bury target non-artifact creature. T: Sacrifice a creature and a snow-covered Swamp to bury target creature. 1/2.

Vodalian Knights SC R ●●●● SVC UU1 FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands. 2/2.

Vodalian Mage SC C ●● Multi U2 FE
U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.

Vodalian Soldiers SC C ● Multi U1 FE
Artists: MBe, RKF, JMe, SVC. 1/2.

Vodalian War Machine SC R ●●● AWe UU1 FE
Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.

Volcanic Eruption SOR R ●●● DSh UUUX A,B,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Wall of Air SC U ●●● RTh UU1 A,B,U,R,4th
Flying. 1/5.

Wall of Kelp SC R ●●● ARa UU HL
UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.

Key

●/● Restricted/Banned ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
AC Artifact Creature CR Current Rarity EA Enchant Artifact EE Enchant Enchantment EN Enchantment INS Instant LAN Land SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Wall of Vapor	SC	C	●●●	RTh	U3	LG, CH
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Water	SC	U	●●	RTh	UU1	A,B,U,R,4th
U: +1/+0. 0/5.						
Wall of Wonder	SC	U	●●	RTh	UU2	LG, CH
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.						
Water Elemental	SC	U	●●	JMe	UU3	A,B,U,R,4th
5/4.						
Water Wurm	SC	C	●●	RSp	U	DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
Wind Spirit	SC	U	●●●●	KFo	U4	IA
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.						
Winter's Chill	INS	R	●●●	EBe	UX	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.						
Word of Undoing	INS	C	●●●●	CRu	U	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.						
Wrath of Marit Lage	EN	R	●●●●	MRa	UU3	IA
Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.						
Zephyr Falcon	SC	C	●●	HHu	U1	LG,4th
Flying. Does not tap to attack. 1/1.						
Zuran Enchanter	SC	C	●●●	DSh	U1	IA
B2, T: Opponent must discard 1 card of his choice. Can only be used during your turn. 1/1.						
Zuran Spellcaster	SC	C	●●●	EBe	U2	IA
T: Do 1 damage to any target. 1/1.						
Zur's Weirding	EN	R	●●●●●	LDa	U3	IA
All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.						

GOLD

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adun Oakenshield	SL	R	●●●●	JMe	BGR	LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.						
Altar of Bone	SOR	R	●●●●	MBe	GW	IA
Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.						
Angus Mackenzie	SL	R	●●●	BWa	UGW	LG
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.						
Arcades Sabboth	SL	R	●●●	EBe	UUGGWW2	LG, CH
Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.						
Axelrod Gunnarson	SL	R	●●●	SKi	BBRR4	LG, CH
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.						
Ayesha Tanaka	SL	R	●●●	BWa	UUWW	LG, CH
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.						
Barktooth Warbeard	SL	U	●●	ARu	BRR4	LG
6/5.						
Bartel Runeaxe	SL	R	●●●●	ARu	BGR3	LG
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.						
Boris Devilboon	SC	R	●●●	JMy	BR3	LG
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.						
Centaur Archer	SC	U	●●●	MBe	GR1	IA
T: Deal 1 damage to target flying creature. 3/2.						
Chromatic Armor	EC	R	●●●●	MPo	UW1	IA
Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.						
Chromium	SL	R	●●●	EBe	BBUUWW2	LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
Dakkon Blackblade	SL	R	●●●●	RKF	BUUW2	LG, CH
* equals the number of lands you control. */*.						
Dark Heart of the Wood	EN	C	●●●●	CRu	BG	DK
Sacrifice a forest to gain 3 life.						
Diabolic Vision	SOR	U	●●●●	AWa	BU	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						
Earthlink	EN	R	●	RKF	BGR3	IA
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Augury	EN	R	●●●●	AWa	BUR	IA
3: Look at the top three cards of any player's library and put them back in any order.						
Energy Arc	INS	U		TNi	WU	AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						
Essence Vortex	INS	U	●●●	MOK	BU1	IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
Fiery Justice	SOR	R	●●●	MBe	GRW	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Covenant	INS	U	●●●	DFr	BR1	IA
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.						
Flooded Woodlands	EN	R	●●●	KFo	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Fumarole	SOR	U	●●●●	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SL	R	●●	DGe	GGWW3	LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghostly Flame	EN	R	●●●●	RGa	BR	IA
Black and red permanents and spells are considered colorless sources of damage.						
Giant Trap Door Spider	SC	U	●●●	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Glaciers	EN	R	●●●●	MTe	UW2	IA
All mountains become plains.						
Gosta Dirk	SL	R	●●●	RTh	UUWW3	LG
First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.						
Gwendlyn Di Corci	SL	R	●●●●●	JBa	BBUR	LG
T: Target player randomly discards a card in hand (play only during your turn). 3/5.						
Halfdane	SL	R	●●●●	MBe	BUW1	LG
Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Hazezon Tamar	SL	R	●●●●	RKF	GRW4	LG
On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.						
Hunding Gjornersen	SL	U	●●	RTh	UUW3	LG
Rampage: 1. 5/4.						
Hymn of Rebirth	SOR	U	●●●●	RKF	GW3	IA
Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.						
Jacques le Vert	SL	R	●●●	ARu	GRW1	LG
Make all your green creatures +0/+2. 3/2.						
Jasmine Boreal	SL	U	●●	RKF	GW3	LG
4/5.						
Jedit Ojanen	SL	U	●	MPo	UWW4	LG
5/5.						
Jerrard of the Closed Fist	SL	U	●●	ARu	GGR3	LG
6/5.						
Johan	SL	R	●●●●	MTe	GRW3	LG, CH
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.						
Kasimir the Lone Wolf	SL	U	●	RKF	UW4	LG
5/3.						
Kei Takahashi	SL	R	●●	SKi	GW2	LG, CH
T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast	SC	U	●●●●	MPo	GW3	IA
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.						
Lady Caleria	SL	R	●●●●	BWa	GGWW3	LG
T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela	SL	R	●●●	MPo	BUW	LG
BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain	SL	U	●●	RKF	GR4	LG
5/5.						
Lady Orca	SL	U	●●	SEv	BR5	LG
7/4.						
Lim-Dûl's Paladin	SC	U		CRu	RB2	AI
Trample. During your upkeep, choose and discard a card from your hand, or bury Lim-Dûl's Paladin and draw a card. If any creatures are assigned to block it, Lim-Dûl's Paladin gets +6/+3 until end of turn. If Lim-Dûl's Paladin attacks and is not blocked, it deals no damage to defending player this turn and that player loses four life. Effects that prevent or redirect damage cannot be used to counter this loss. 0/3.						
Lim-Dûl's Vault	INS	U		RAl	UB	AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom of you library and look at the top five cards of your library. Shuffle all but the top five cards of your library; put those five on top of your library in any order. Effects that prevent or redirect damage cannot be used to counter this loss of life.						
Livonya Silone	SL	R	●●●	RKF	GGRR2	LG
First strike, legendary landwalk. 4/4.						
Lord Magnus	SL	U	●●●	MTe	GWW3	LG
First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.						
Lord of Tresserhorn	SC	R		AMa	RBU1	AI
When Lord of Tresserhorn comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. Effects that prevent or redirect damage cannot be used to counter this loss of life. B: Regenerate. 10/4						
Marhault Elsdragon	SL	U	●●	MPo	GRR3	LG, CH
Rampage: 1. 4/6.						
Marsh Goblins	SL	C	●●	QHo	BR	DK
Swampwalk. 1/1.						
Merieke Ri Berit	SL	R	●●●	HHu	BUW	IA
Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.						
Misfortune	SOR	R		RSp	GRB1	AI
Target opponent chooses effect: Either you put a +1/+1 counter on each creature you control and gain four life; or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals four damage to him.						
Monsoon	EN	R	●●●●	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	●●●	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nature's Blessing	EN	U		SEv	GW2	AI
WG: Choose and discard a card from your hand to have target creature gain banding, first strike, or trample or get a +1/+1 counter.						
Nebuchadnezzar	SL	R	●●●●●	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Nicol Bolas	SL	R	●●●	EBe	BBUURR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						

Noble Steeds
2 ✱
1 ✱: Target creature gains first strike until end of turn.
"They are fighters as fine as any Knight they carry."
—Arna Kennerud, Skycaptain

Storm Shaman
2 ✱
2: +1/+0 until end of turn
"Embrace the storm. Its voice shall echo within you, and its fire shall become your touch!"
—Lyvina Coldeyes,
Baldstream Chieftain

NOBLE STEEDS STORM SHAMAN

Noble Steeds and Storm Shaman: Hey, them Storm Shamans are just like Dragon Whelps, except they can't fly, they're not showing their belly-buttons and they're mammals. But they are out of Bolt range and can be pumped to the moon in offense. To get the most bang for your buck, saddle up the first-strike-inducing Steeds, get the Shamans on horseback and watch as they first strike their way through any defense and live to fight another day.

Palladia-Mors SL R ●●● EBe GGRRWW2 LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.
Pavel Maliki SL U ● ARu BR4 LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.
Phelddagrif SC R AWe GUW1 AI
W: Flying until end of turn. Target opponent gains two life. U: Return Phelddagrif to owner's hand. Target opponent may draw a card. G: Trample until end of turn. Put a Hippo token into play under target opponent's control. Treat this token as a 1/1 green creature. 4/4.
Princess Lucrezia SL U ● SEv BUU3 LG
T: Add U to your mana pool (play as an interrupt). 5/4.
Ragnar SL R ●●● MBe BGW LG
UGW, T: Regenerate target creature. 2/2.
Ramirez DePietro SL U ●●● PFo BBU3 LG
First strike. 4/3.
Ramses Overdark SL R ●●● RKF BBUU2 LG
T: Destroy a target creature with an enchantment on it. 4/3.
Rasputin Dreamweaver SL R ●●●● ARu UW4 LG, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.
Reclamation EN R ●●● DWi GW2 IA
No black creature can attack unless its controller sacrifices land when that creature attacks.
Riven Turnbull SL U ●● RKF BU5 LG
T: Add B to your mana pool (play as an interrupt). 5/7.
Rohgahh of Kher Keep SL R ●● EBe BBRR2 LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.
Rubinia Soulsinger SL R ●●●●● RAl UGW2 LG
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.
Scarwood Goblins SC C ●● RSp GR DK
2/2.
Sir Shandlar of Eberyn SL U ●● ARu GW4 LG
4/7.
Sivitri Scarzam SL U ●● NTh BU5 LG, CH
6/4.
Skeleton Ship SL R ●●●● Multi BU3 IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWä .
Sol'kanar the Swamp King SL R ●●●●● RKF BUR2 LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.
Spectral Shield EC U ●●●● MOK UW1 IA
Target creature gains +0/+2 and it cannot be the target of further spells.
Stangg SL R ●●●● MPo GR4 LG, CH
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.
Stormbind EN R ●●● Multi GR1 IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: NTh & PMo.
Storm Spirit SL R ●●●● PVe UGW3 IA
Flying. T: Do 2 damage to target creature. 3/3.
Sunastian Falconer SL U ●●● CRu GR3 LG
T: Add 2 to your mana pool. 4/4.
Surge of Strength INS U RTp RG AI
Choose and discard a red or green card from your hand to have target creature gain trample and get +X/+0 until end of turn, where X is equal to that creature's casting cost.
Tetsuo Umezawa SL R ●●●●● JBa BUR LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.
Tobias Andrion SL U ●● ARu UW3 LG, CH
4/4.
Tor Wauki SL U ●●● RAF BBR2 LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.
Torsten Von Ursus SL U ●● MPo GGW3 LG
5/5.
Tuknir Deathlock SL R ●●●● LDa GGRR LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.
Ur-Drago SL R ●●● CRu BBUU3 LG
First strike. Creatures with swampwalk may be blocked. 4/4.
Vaevictis Asmadi SL R ●●● ARu BBRRGG2 LG, CH
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.
Wandering Mage SC R PVe WUB AI
W: Pay one life to prevent up to two damage to any creature. Effects that prevent or redirect damage cannot be used to counter this loss of life. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to two damage to any player. 0/3.
Wings of Aesthir EC U ●●●●● EBe UW IA
Give target creature flying, first strike, and +1/+0.
Winter's Night EW R RAl WRG AI
Whenever a snow-covered land is tapped for mana, it produces one additional mana of the same type and does not untap during its controller's next untap phase.
Xira Arien SL R ●●● MBe BRG LG, CH
Flying. GRB, T: Make target player draw a card. 1/2.

GREEN

Aisling Leprechaun SC C ● QHo G LG
All creatures blocking or blocked by Leprechaun become green. 1/1.
An-Havva Constable SC U ●● DFr GG1 HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+*
An-Havva Inn SOR U ●● BSn GG1 HL
Gain 1+X life where X is the number of green creatures in play.
Arboria EW U ●●● DGe GG2 LG
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.
Argothian Pixies SC C ●●● AWe G1 AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.

Sustaining Spirit
1 ✱
Cumulative Upkeep: 1 ✱
Any damage that would reduce your life total to less than 1 instead reduces it to 1.
"Faith is our greatest protector."
—Halvor Aremson, Kjeldoran Priest
1/3

Enduring Renewal
2 ✱ ✱
Play with the cards in your hand face up on the table. If you draw a creature card from your library, discard it. Whenever a creature goes to your graveyard from play, put that creature into your hand.
That which lasts longest serves best.

SUSTAINING SPIRIT ENDURING RENEWAL

Sustaining Spirit and Enduring Renewal: Can we interest you in some life insurance? Use the Spirit to keep you alive when your life is low. During upkeep if you can't pay the Spirit's cumulative upkeep…don't. Let it die and it'll pop back to your hand, ready to be cast again. The only time you're vulnerable is during your upkeep and main phase—but hey, you don't have to worry about creatures and sorceries.

Cat Warriors SC C ●●● MBe GG1 LG, CH
Forestwalk. 2/2.
Chub Toad SC C ●●● DGe G2 IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.
● **Channel** SOR U ●● RTh GG A,B,U,R,4th
Add 1 colorless mana to your pool for each life point you sacrifice.
Citanul Druid SC U ●● JMe G1 AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.
Cockatrice SC R ●●●●● DFr GG3 A,B,U,R,4th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.
Cocoon EC U ●● MTe G LG, CH
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.
Concordant Crossroads EW R ●●●● AWe G LG, CH
Creatures may attack or tap during the turn they are brought into play.
Craw Giant SC U ●●●● CRu GGGG3 LG, CH
Trample. Rampage: 2. 6/4.
Craw Wurm SC C ●● DGe GG4 A,B,U,R,4th
6/4.
Crumble INS C ●●●● JMy G AQ,R,4th
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.
Cyclone EN R ●● MTe GG2 AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.
Daughter of Autumn SC R ●● MOK GG2 HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.
Deadfall EN U ●● NTh G2 LG
Creatures with forestwalk may be blocked.
Deadly Insects SC U SKi G4 AI
Cannot be the target of spells or effects. Two versions. 6/1.
Desert Twister SOR U ●●●● SVC GG4 AN,R,4th
Destroy any permanent in play.
Dire Wolves SC C ●● RSp G2 IA
Gains banding if you control any plains. 2/2.
Drop of Honey EN R ●●● AMa G AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.
Durkwood Boars SC C ●●● MKi G4 LG,4th
4/4.
Earthlore EL C ●●● DTu G IA
0: Tap target land to give target blocking creature +1/+2 until end of turn.
Elder Druid SC R ●●●● RKF G3 IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.
Elven Fortress EN C ●●● Multi G FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWä.
Elven Riders SC U ●●● MBe GG3 LG,4th
Cannot be blocked except by walls and flying creatures. 3/3.
Elves of Deep Shadow SC U ●●● JMy G DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.
Elvish Archers SC R ●●●● AMa G1 A,B,U,R,4th
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.
Elvish Bard SC U SVC GG3 AI
All creatures able to block Elvish Bard must do so. If this forces a creature to block more attackers than allowed, defending player assigns that creature to block as many of those attackers as allowed. 2/4.
Argothian Treefolk SC C ●●● AWe GG3 AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.
Aspect of Wolf EC R ●●●● JMe G1 A,B,U,R,4th
Increase target creature's power and toughness by half the number of forests caster has in play.
Aurochs SC C ●●● KMe G3 IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.
Autumn Willow SC R ●●●●● MOK GG4 HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.
Avoid Fate INT C ● PFo G LG
Counter target interrupt or enchantment targeting a permanent you control.
Balduvian Bears SC C ●●● QHo G1 IA
2/2.
Barbary Apes SC C ●●● BWa G1 LG
2/2.
● **Berserk** INS U ●●●●● DFr G A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.
Birds of Paradise SC R ●●●●● MPo G A,B,U,R,4th
Flying. T: Add one mana of any color to your mana pool. 0/1.
Blizzard EN R ●● AMa GG IA
CU: 2. You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.
Bounty of the Hunt INS U JMe GG3 AI
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters, distributed any way you choose, on any number of target creatures. Remove these counters at end of turn.
Brown Ouphe SC C ●●●● DGe G IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.
Camouflage INS U ●●● JMy G A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.
Carapace EC C ●●● AMa G HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. Two versions.
Carnivorous Plant SC C ●●● QHo G3 DK,4th
Counts as a wall. 4/5.

●/ Restricted/Banned ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
AC Artifact Creature CR Current Rarity EA Enchant Artifact EE Enchant Enchantment EN Enchantment INS Instant LAN Land SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Elvish Farmer	SC	R	●●●	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	●●●●	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.						
Elvish Ranger	SC	C		TNi	G2	AI
Two versions. 4/1.						
Elvish Scout	SC	C	●●●	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Elvish Spirit Guide	SC	U		JBa	G2	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. Play this ability as an interrupt. 2/2.						
Emerald Dragonfly	SC	C	•	QHo	G1	LG, CH
Flying. GG: First strike until end of turn. 1/1.						
Erhnam Djinn	SC	U	●●●●●	KMe	G3	AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Essence Filter	SOR	C	●●●●	REm	GG1	IA
Destroy all enchantments or destroy all enchantments that aren't white.						
Eureka	SOR	R	●●●●	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Faerie Noble	SC	R	●●●	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.						
Fanatical Fever	INS	U	●●●	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
Fastbond	EN	R	●●●	MPo	G	A,B,U,R
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	••	RAl	GGG3	FE
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fire Sprites	SC	C	••	JBa	G1	LG
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	••	RAl	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	●●●	JMy	G	A,B,U,R,4th
Creatures do not damage one another in combat.						
Forgotten Lore	SOR	U	●●●●	HMc	G	IA
Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he has not already chosen. Put the last card chosen into your hand.						
Foxfire	INS	C	••	MOK	G2	IA
Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						
Freyalise's Charm	EN	U	●●●	MOK	GG	IA
GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.						
Freyalise Supplicant	SC	U	••	Multi	G1	IA
T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDa & DSh.						
Freyalise's Winds	EN	R	●●●	MTe	GG2	IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.						
Fungal Bloom	EN	R	●●●●	DGe	GG	FE
GG: Put a spore counter on target Fungus.						
Fungusaur	SC	R	●●●	DGe	G3	A,B,U,R,4th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Fyndhorn Brownie	SC	C	●●●	RTh	G2	IA
G2, T: Untap a creature. 1/1.						
Fyndhorn Druid	SC	C		RAl	G2	AI
If Fyndhorn Druid is put into graveyeard the same turn it was blocked, gain four life. Two versions. 2/2.						
Fyndhorn Elder	SC	U	●●●●	CRu	G2	IA
T: Add GG to your mana pool. 1/1.						
Fyndhorn Elves	SC	C	●●●●	JHa	G	IA
T: Add G to your mana pool. 1/1.						
Fyndhorn Pollen	EN	R	●●●	PFo	G2	IA
CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.						
Gaea's Avenger	SC	R	●●●	PVe	GG1	AQ
*=number of artifacts opponent has in play. *+1/*+1.						
Gaea's Liege	SC	R	●●●●●	DWi	GGG3	A,B,U,R,4th
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.						
Gaea's Touch	EN	C	●●●	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Gargantuan Gorilla	SC	R		GSi	GGG4	AI
During your upkeep, sacrifice a forest, or bury Gargantuan Gorilla and Gargantuan Gorilla deals seven damage to you. If you sacrifice a snow-covered Forest in this way, Gargantuan Gorilla gains trample until end of turn. T: Gargantuan Gorilla deals an amount of damage equal to its power to any other target creature. That creature deals an amount of damage equal to its power to Gargantuan Gorilla. 7/7.						
Ghazban Ogre	SC	C	••	JMy	G	AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Glyph of Reincarnation	INS	C	••	SVC	G	LG
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Berserkers	SC	C		JMa	GG3	AI
Trample, rampage: 2. Cannot be blocked by fewer than three creatures. Two versions. 2/3.						
Gorilla Chieftain	SC	C		QHo	GG2	AI
1G: Regenerate. Two versions. 3/3.						
Gorilla Pack	SC	C	••	AWa	G2	IA
Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.						
Grizzly Bears	SC	C	●●●	JMe	G1	A,B,U,R,4th
2/2.						
Hail Storm	INS	U		JMe	GG1	AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.						
Hidden Path	EN	R	●●●●	RAl	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	•	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	●●●	NLe	G1	IA
0: Tap land Hot Springs enchants to prevent 1 damage to any target.						
Hungry Mist	SC	C	●●●●	HHu	GG2	HL
6/2. During your upkeep, pay GG or bury Hungry Mist. Two versions.						
Hurricane	SOR	U	●●●●	DWi	GX	A,B,U,R,4TH,IA
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	●●●	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	•	MBe	GG1	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.						
Ifh-Biff Efreet	SC	R	●●●	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	●●●●	DWi	G	A,B,U,R,4th
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	●●●	JMy	G4	A,B,U,R,4th
3/5.						
Johtull Wurm	SC	U	●●●	DGe	G5	IA
Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.						
Joven's Ferrets	SC	C	●●●	AWe	G	HL
If Joven's Ferrets attack, opponent gets +0/+2 until end of turn. At end of combat, tap all creatures which blocked Joven's Ferrets. These don't untap as normal during their controller's next untap phase. 1/1.						
Juniper Order Druid	SC	C	●●●	JMe	G2	IA
T: Untap a land of your choice at the speed of an interrupt. 1/1.						
Kaysa	SC	R		RGu	GG3	AI
All green creatures you control get +1/+1. 2/3.						
Killer Bees	SC	U	●●●●	PFo	GG1	LG,4th
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Kudzu	EL	R	•	MPo	GG1	A,B,U,R
When target land is tapped, it's destroyed. Unless it was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Land Leeches	SC	C	••	QHo	GG1	DK,4th
First strike. 2/2.						
Leaping Lizard	SC	C	••	AWe	GG1	HL
1G: Flying and -0/-1 until the end of turn.						
Ley Druid	SC	U	●●●	SEv	G2	A,B,U,R,4th
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lhurgoyf	SC	R	●●●●	PVe	GG2	IA
* equals the total number of creatures in all graveyards. */*+1.						
Lifeforce	EN	U	●●●●	DWi	GG	A,B,U,R,4th
GG: Counter a black spell as it is being cast (play as an interrupt).						
Giant Badger	SC	R	●●●	LDa	GG1	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Growth	INS	C	●●●●	SEv	G	A,B,U,R,4TH,IA
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	●●●●	SEv	G3	A,B,U,R,4th
Does not fly, but can block flying creatures. 2/4.						
Giant Turtle	SC	C	•	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Gift of the Woods	EC	C		SVC	G	AI
If enchanted creature blocks or is blocked by any creatures, enchanted creature gets +0/+3 until end of turn and you gain one life. Two versions.						
Folk of An-Havva	SC	C	●●●	JBa	G	HL
If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. Two versions. 1/1.						
Folk of the Pines	SC	C	●●●●	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu.						
Forbidden Lore	EL	R	●●●●	CRu	G2	IA
0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.						
Force of Nature	SC	R	●●●●	DSh	GGGG2	A,B,U,R,4th
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.						

Spiny Starfish
2/2
: Regenerate.
At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures.

Prodigal Sorcerer
2
: Do 1 damage to any target.
Occasionally a member of the Institute of Arcane Study acquires a taste for worldly pleasures. Seldom do they have trouble finding employment.

SPINY STARFISH SUNKEN CITY PRODIGAL SORCERER

Spiny Starfish, Sunken City and Prodigal Sorcerer: Let's use a card no one plays with. Actually, let's use three cards that no one ever plays with: Sunken City, Tim and the Starfish. When the Starfish regenerates and pops off baby stars, the Sunken City will turn 'em into 1/2 creatures. Your opponent is unlikely to keep killing the big fish once he sees you amassing a Starfish army, so that's where Tim comes in. Just keep pinging the momma fish and watch you army of pointy fish grow and grow.

Lifelace INT R • AWe G A,B,U,R,4th
Changes the color of one card in play to green.

Living Artifact EA R ●●● AMa G A,B,U,R,4th
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.

Living Lands EN R •• JMy G3 A,B,U,R,4th
Treat all forests in play as 1/1 creatures that can be tapped for G.

Living Plane EW R ●●●● BWa GG LG
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.

Llanowar Elves SC C ●●●● AMa G A,B,U,R,4th
T: Add G to your mana pool. Played as an interrupt. 1/1.

Lure EC U ●●●●● AMa GG1 A,B,U,R,4TH,IA
All creatures that can block target creature must do so.

Lurker SC R ●●● AMa G2 DK
Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.

Maddening Wind EC U ●●● DWi G2 IA
CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.

Mammoth Harness EC R • MBe G3 HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.

Marsh Viper SC C ●●● RSp G3 DK,4th
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he has 10 or more poison counters. 1/2.

Master of the Hunt SC R ●●●●● JMe GG2 LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.

Metamorphosis SOR C • CRu G AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.

Moss Monster SC C •• JMy GG2 LG
3/6.

Nafs Asp SC C •• CRu G AN,4th
If Nafs Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.

Natural Selection INS R • MPo G A,B,U
Look at the top 3 cards of any library. You may then shuffle that library.

Nature's Chosen EC U RGu G AI
Play on a creature you control. O: Untap enchanted creature. Use this ability only during your turn and only once each turn. O: Tap enchanted creature to untap target artifact, creature or land. Use this ability only if enchanted creature is white and only once each turn.

Nature's Lore SOR U ●●● REm G1 IA
Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.

Nature's Wrath EN R LDa GG4 AI
During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.

Niall Silvain SC R ●●● CRu GGG DK
GGGG, T: Regenerate target creature. 2/2.

Night Soil EN C ●●● Multi GG FE
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu.

Pale Bears SC R ●●● AWa G2 IA
Islandwalk. 2/2.

People of the Woods SC U ●●● DTu GG DK
=number of forests controlled by controller of People of the Woods. 1/.

Pixie Queen SC R •• QHo GG2 LG
GGG, T: Give target creature flying until end of turn. 1/1.

Powerleech EN U ●●● CRu GG AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.

Pradesh Gypsies SC C •• QHo G2 LG,4th
G1, T: Give target creature -2/-0 until end of turn. 1/1.

Primal Order EN R ●●●● RAl GG2 HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.

Pygmy Allosaurus SC R ●●● AMa G2 IA
Swampwalk. 2/2.

Pyknite SC C • EBe G2 IA
Draw a card at the beginning of the turn after Pyknite comes into play. 1/1.

Rabid Wombat SC U ●●● KFo GG2 LG, CH
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.

Radjan Spirit SC U ●●●● CRu G3 LG,4th
T: Target creature loses flying ability until turn ends. 3/2.

• **Rebirth** SOR R •• MTe GGG3 LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.

Regeneration EC C ●●● QHo G1 A,B,U,R,4TH,IA
G: Target creature regenerates.

• **Regrowth** SOR U ●●●●● DWi G1 A,B,U,R
Bring a card from your graveyard into your hand.

Reincarnation INS U ●●● EBe GG1 LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.

Renewal SOR C • KFo G2 HL
Sacrifice a land to search your library and put a basic land into play. This doesn't count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at beginning of the next turn's upkeep.

Revelation EW R •• KFo G LG, CH
Play with all cards in hand face up.

Rime Dryad SC C ●●● HHu G IA
Snow-covered forestwalk. 1/2.

Ritual of Subdual EN R ●●● JHa GG4 IA
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.

Root Spider SC U • MKi G3 HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.

Roots EC U •• NLe G3 HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.

Rust INT C •• LDa G LG
Counter target artifact effect that requires an activation cost.

Rysorian Badger SC R •• HHu G2 HL
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.

Sandstorm INS C •• BSn G AN,4th
Do one damage to all attacking creatures.

Savaen Elves SC C •• RSp G DK
GG, T: Destroy target enchant land. 1/1.

Scaled Wurm SC C ●●● DGe G7 IA
7/6.

Scarwood Bandits SC R ●●●● MPo GG2 DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying two. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.

Scarwood Hag SC U ●●● AMa G1 DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.

Scavenger Folk SC C ●●● DDe G DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.

Spitting Slug SC U •• AMa GG1 DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.

Splintering Wind EN C RSp GG2 AI
2G: Splintering Wind deals one damage to target creature. Put a Splinter token into play. Treat this token as a 1/1 green creature with flying and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.

Spore Cloud INS C ●●●● Multi GG1 FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.

Spore Flower SC U ●●● MOK GG FE
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.

Stampede INS R ●●●●● JMe GG1 IA
All attacking creatures get trample and +1/+0 until end of turn.

Storm Seeker INS U ●●●● MPo G3 LG, CH
Do 1 point of damage to opponent for every card he has in hand.

Stream of Life SOR C ●●●● MPo GX A,B,U,R,4th
Target player gains X life.

Stunted Growth SOR R ●●●● Nth GG3 IA
Target player must choose three cards from his hand and put them on top of his library in any order.

Subdue INS C •• BSn G LG
Target creature deals no damage. It gains X toughness, where X equals its casting cost.

Sylvan Library EN R ●●●● HMc G1 LG,4th
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.

Sylvan Paradise INS U •• RAF G LG
Change the color of one or more target creatures to green until end of turn.

Tarpan SC C •• MOK G IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

Taste of Paradise SOR C LSn G3 AI
Gain three life. Gain three life for each G1 you pay in addition to the casting cost. Two versions.

Thallid SC C ●●● Multi G FE
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.

Rogue Skycaptain
Despotic Scepter
Artifact
: Bury target permanent you own.
"We were not meant to have such terrible things. They should be left where we found them, if not destroyed!"
—Serine Radcliffe, Soldevi Heretic

ROGUE SKYCAPTAIN DESPOTIC SCEPTER

Rogue Skycaptain and Despotic Scepter: That traitorous rat-bastard Skycaptain is a powerful low-casting-cost flyer, but if you don't pay his cumulative upkeep, he skips town and joins up with your opponent. Wanna put the fear of God into other potential deserters? Keep the "loyal" Captain around until you can't pay for him anymore and when you catch him slipping out the back, give him a whack with the scepter. That'll keep the troops in line.

Scryb Sprites SC C ●●●● AWe G A,B,U,R,4th
Flying. 1/1.

Shambling Strider SC C ●●● DSh GG4 IA
GR: +1/-1 until end of turn. 5/5.

Shanodin Dryads SC C ●●●● AMa G A,B,U,R,4th
Forestwalk. 1/1.

Shelkin Brownie SC C • DSh G1 LG
T: Remove banding ability from target creature until end of turn. 1/1.

Shrink INS C •• LDa G HL
Target creature gets -5/-0 until the end of turn. Two versions.

Singing Tree SC R ●●●● RAl G3 AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.

Snowblind EC R • DSh G3 IA
Target creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below one this way.

Spectral Bears SC U ●●●● PMo G1 HL
If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.

Thallid Devourer SC U •• RSp GG1 FE
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.

Thelonite Druid SC U ●●● MOK G2 FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

Thelonite Monk SC R ●●● BWa GG2 FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.

Thelon's Chant EN U ●●● MBe GG1 FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.

Thelon's Curse EN R ●●● PVe GG FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.

Thermokarst SOR U ●●● KMe GG1 IA
Destroy target land. You gain one life if that land is snow-covered.

Key

●/● Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Thicket Basilisk	SC	U	●●●●	DFr	GG3	A,B,U,R,4th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	●●●	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.						
Thoughtleech	EN	U	●●●●	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	●●●	MBe	G	A,B,U,R,4th
Bands. 1/1.						
Tinder Wall	SC	C	●●●●	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
Titania's Song	EN	U	●●●	KKo	G3	AQ,R,4th
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Tornado	EN	R		SVC	G4	AI
CU: G. G2: Pay three life for each velocity counter on Tornado. Destroy target permanent and put a velocity counter on Tornado. Use this ability only once each turn. Effects that prevent or redirect damage cannot be used to counter this loss of life.						
Touch of Vitae	INS	U	●●●	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the tap symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	●●●●	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	●●●	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	●●●●	DSh	G2	A,B,U,R,4th
Destroy all enchantments in play.						
Tsunami	SOR	U	●●	RTh	G3	A,B,U,R,4th
Destroy all islands in play.						
Typhoon	SOR	R	●●	AMa	G2	LG
Do 1 damage to opponent for each island he controls.						
Undergrowth	INS	C		PMo	G	AI
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures. Two versions.						
Untamed Wilds	SOR	U	●●	NTh	G2	LG,4th
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
Venom	EC	C	●●●	TWä	GG1	DK,4th
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venomous Breath	INS	U	●●●	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	●●	KBr	GG1	A,B,U,R,4th
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	●●●	AMa	G2	A,B,U,R,4th
G: Regenerates. 2/3.						
Wall of Ice	SC	U	●●●	RTh	G2	A,B,U,R,4th
0/7.						
Wall of Pine Needles	SC	U	●●●	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	●●	MTe	G	A,B,U,R,4th
0/3.						
Wanderlust	EC	U	●●●	CBr	G2	A,B,U,R,4th
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	●●●●	JMe	G3	A,B,U,R,4th
Trample. 3/3.						
Web	EC	R	●●●●	RAl	G	A,B,U,R,4th
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	●●●●	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Whirling Dervish	SC	U	●●●●	SVC	GG	LG,4th
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						
Whip Vine	SC	C		LWi	G2	AI
Can block creatures with flying. You may choose not to untap Whip Vine during your untap phase. T: Tap target creature with flying blocked by Whip Vine. Creature does not untap during its controller's untap phase as long as WV remains tapped. Two versions. 1/4.						
Whiteout	INS	U	●●●●	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.						
Wiitigo	SC	R	●●●	MBe	GGG3	IA
Put six +1/+1 counters on Wiitigo when it comes into play. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.						
Wild Growth	EL	C	●●●	MRa	G	A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Willow Faerie	SC	C	●●	SVC	G1	HL
Flying. 1/2.						
Willow Priestess	SC	R	●●●●	SVC	GG2	HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.						
Willow Satyr	SC	R	●	JMe	GG2	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Winter Blast	SOR	U	●●●●	KFo	GX	LG,4th
Tap X target creatures. Do two damage to each target creature with flying.						
Wolverine Pack	SC	C	●●	JMe	GG2	LG
Rampage: 2. 2/4.						
Wood Elemental	SC	R	●	BSn	G3	LG
*=the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
Woolly Mammoths	SC	C	●●●	DFr	GG1	IA
Gains trample if you control any snow-covered lands. 3/2.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Ambush	INS	C	●●●	ARa	3R	HL
All blocking creatures get first strike.						
Ambush Party	SC	C	●●	PoR	4	HL
First strike. May attack the turn it comes into play on your side. Two versions. 3/1.						
An-Zerrin Ruins	EN	R	●●●	DDe	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.						
Anaba Ancestor	SC	R	●●	AMa	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.						
Anaba Bodyguard	SC	C	●●	AMa	R3	HL
First strike. Two versions. 2/3.						
Anaba Shaman	SC	C	●●●	AMa	R3	HL
R, T: Anaba Shaman deals 1 damage to target creature or player. Two versions. 2/2.						
Anaba Spirit Crafter	SC	R	●●●	AMa	RR2	HL
All minotaurs are +2/+0. 1/3.						
Anarchy	SOR	U	●●●●●	PFo	RR2	IA
Destroy all white permanents.						
Artifact Blast	INT	C	●	MPo	R	AQ
Counter any artifact as it is being cast.						
Atog	SC	C	●●●	JMy	R1	AQ,R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
Avalanche	SOR	U	●●●	BSn	RR2X	IA
Destroy X snow-covered lands.						
Backdraft	INS	U	●●●	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						

Scars of the Veteran
4
You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage so prevented by Scars of the Veteran, put a +1/+1 counter on that creature at end of turn.

Shambling Strider
Summon Strider
+1/+1 until end of turn
Forgetful folk'd that any stranger should wander into the Striders' territory.

SCARS OF THE VETERAN SHAMBLING STRIDER

Scars of the Veteran and Shambling Strider: The Strider is a pretty good creature, but if you up its toughness, you can pump it even more. Using Scars after your opponent roasts your Strider with a Fireball can crank this bad boy all the way up to a 5/10. With his new fit-and-trim physique, the Strider can now be pumped to a...um, hold on a sec, we suck at math...carry the four...uh, a 14/1 or something.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Woolly Spider	SC	C	●●●●	DGe	GG1	IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
Wormwood Treefolk	SC	R	●●●	JMy	GG3	DK
BB: Give Wormwood Treefolk forestwalk until end of turn and take 2 damage GG: Give Wormwood Treefolk swampwalk until end of turn and take two damage. 4/4.						
Wyluli Wolf	SC	C	●●●●	SVC	G1	AN
T: Give a creature +1/+1 until end of turn. 1/1.						
Yavimaya Ancients	SC	C		QHo	GG3	AI
G: +1/-2 until end of turn. Two versions. 2/7.						
Yavimaya Ants	SC	U		PMo	GG2	AI
Trample. CU: GG. Yavimaya Ants can attack the turn it comes into play on your side. 5/1.						
Yavimaya Gnats	SC	U	●●●●	DFr	G2	IA
Flying. G: Regenerate. 0/1.						

RED

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Active Volcano	INS	C	●	BSn	R	LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
Ærathi Berserker	SC	U	●●	MBe	RRR2	LG
Rampage: 3. 2/4.						
Agent of Stromgald	SC	C		ARa	R	AI
R: Add B to your mana pool. Play this ability as an interrupt. Two versions. 1/1.						
Aggression	EC	U	●●●●	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Aladdin	SC	R	●●●●	JBa	RR2	AN, CH
RR1: Steal an artifact. 1/1.						
Ali Baba	SC	U	●●	JBa	R	AN,4th
R: Tap a wall. 1/1.						
Aliban's Tower	INS	C	●●	JMe	1R	HL
Target defending creature gains +3/+1 till end of turn. Two versions.						
Ali from Cairo	SC	R	●●●●	MPo	RR2	AN
You cannot be reduced below one life due to damage while Ali is in play. 0/1.						
Balduvian Barbarians	SC	C	●●	MPo	RR1	IA
3/2.						
Balduvian Horde	SC	R		BSn	RR2	AI
When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde. 5/5.						
Balduvian Hydra	SC	R	●●●	MBe	RRX	IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.						
Balduvian War-Makers	SC	C		MKi	R4	AI
Rampage: 1. Balduvian War-Makers can attack the turn it comes into play on your side. Two versions. 3/3.						
Ball Lightning	SC	R	●●●●	QHo	RRR	DK,4th
Trample. Ball Lightning may attack in turn in which it is summoned. Bury Ball Lightning at end of turn in which it was summoned. 6/1.						
Barbarian Guides	SC	C	●●●	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
Battle Frenzy	INS	C	●●●	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Beasts of Bogardan	SC	U	●●●	DGe	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
Bestial Fury	EC	C		MRa	R2	AI
Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Two versions.						
Bird Maiden	SC	C	●●	KFo	R2	AN,4th
Flying. 1/2.						
Blazing Effigy	SC	C	●●	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature plus additive effects. 0/3.						
Blood Lust	INS	C	●●●●	AMa	R1	LG,4th
Make target creatures +4/-4 until end of turn. This makes toughness no lower than one.						
Blood Moon	EN	R	●●●●	TWä	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						

Bone Shaman SC C ●● AMa RR2 IA
B: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.

Brand of Ill Omen EC R ●●● RAl R3 IA
CU: R. Target creature's controller may not cast summon spells.

Brassclaw Orcs SC C ● Multi R2 FE
Cannot be assigned to block creatures of power greater than one. Artists: RAl (Two versions), DFr, HHu. 3/2.

Brothers of Fire SC C ●● MTe RR1 DK,4th
RR1: Do one damage to any target as well as one damage to you. 2/2.

Brute, The EC C ●● MPo R1 LG,4th
Target creature gains +1/+0. RRR: Regenerates.

Detonate SOR U ●● RAF RX AQ,4th
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate can't be regenerated.

Disharmony INS R ●●● BWa R2 LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.

Disintegrate SOR C ●●●●● AMa RX A,B,U,R,4th
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.

Lim-Dûl's Vault
Instant
Look at the top four cards of your library. As many times as you choose, you may pay 1 life to put those cards on the bottom of your library and look at the top five cards of your library.
Shuffle all but the top five cards of your library, put those five on top of your library in any order. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Browse
2 ●: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.
"I have great literature—more great ideas."
—Jaya Ballard, Task Mage

Lim-Dûl's Vault and Browse: When you need that certain card (and Demonic Tutor's naught but a Type II memory), Lim-Dûl's Vault'll allow you to repeatedly rearrange your library until your top five cards are ones you want and in the order you want. Then Browse the top five cards into your hand, toss four cards away (they should be crappy if you Vaulted correctly) and cha-ching—instant, highly convoluted Demonic Tutor.

LIM-DUL'S VAULT BROWSE

Burnout INT U MRa R1 AI
Counter target spell if it is blue. Draw a card at the beginning of the next turn's upkeep.

Burrowing EC C ●●● MPo R A,B,U,R,4th
Target creature gains mountainwalk.

Cave People SC U ●●● DTu RR1 DK,4th
Cave People get +1/-2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.

Caverns of Despair EN R ●● HMc RR2 LG
No player may attack with more than two creatures, nor block with more than two creatures, per turn.

Chain Lightning SOR C ●● SEv R LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his choosing.

Chandler SL C ●●● DSh R4 HL
RRR, T: Destroy target artifact creature. 3/3.

Chaos Harlequin SC R ARa RR2 AI
R: Remove the top card of your library from the game. If that card is a land, Chaos Harlequin gets -4/-0 until end of turn; otherwise, Chaos Harlequin gets +2/+0 until end of turn. 2/4.

Chaoslace INT R ●● DWi R A,B,U,R,4th
Changes the color of a card being played or in play to red.

Chaos Lord SC R ●●● BSn RRR4 IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R ●●● DTu R3 IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Crevasse EN U ●● RAl R2 LG
Creatures with mountainwalk may be blocked.

Conquer EL U ●●●●● RGa RR3 IA
Take control of target land.

Crimson Kobolds SC C ● AMa 0 LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R ●●● DGe RR2 LG,4th
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.

Crookshank Kobolds SC C ● CRu 0 LG
Crookshank Kobolds are red creatures. 0/1.

Curse of Marit Lage EN R ●●●● AWe RR3 IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.

Death Spark INS U MTe R AI
Death Spark deals one damage to target creature or player. At the end of upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay one to put Death Spark into your hand.

Desert Nomads SC C ●● CRu R2 AN
Desertwalk. Immune to damage from Deserts. 2/2.

Dwarven Song INS U ●● DFr R LG
Change color of any number of target creatures to red until end of turn.

Dragon Whelp SC U ●●●● AWe RR2 A,B,U,R,4th
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.

Dwarven Armorer SC R ●●● BWa R FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Dwarven Armory EN R ●●● RTh RR2 IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

Dwarven Catapult INS U ●●● JMe RX FE
Does X damage, divided evenly among all of your opponent's creatures (round down) .

Dwarven Demolition Team SC U ●● KBr R2 A,B,U
T: Destroy a wall. 1/1.

Dwarven Lieutenant SC U ● JMe RR FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.

Dwarven Pony SC R ● MOK R HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.

Dwarven Sea Clan SC U ●● AWe R2 HL
T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.

Dwarven Soldier SC C ●● DSh R1 FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAl, RAF, OSH. 2/1.

Dwarven Trader SC C ● MOK R HL
Two versions. 1/1.

Dwarven Warriors SC C ●●●●● DSh R2 A,B,U,R,4th
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.

Dwarven Weaponsmith SC U ●● MPo R1 AQ,R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.

Earthbind EC C ●●● QHo R A,B,U,R
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.

Earth Elemental SC U ●●● DFr RR3 A,B,U,R,4th
4/5.

Earthquake SOR R ●●● DFr RX A,B,U,R,4th
Do X damage to all players and non-flying creatures in play.

Enslaved Scout SC C RGu R2 AI
2: Mountainwalk until end of turn. Two versions. 2/2.

Eron the Relentless SL U ●●●● CRu RR3 HL
RRR: Regenerates. Can attack turn it comes into play on your side. 5/2.

Errantry EC C ●●● LWi R1 IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.

Evaporate SOR U ●● ARa R2 HL
Deal 1 damage to each blue and white creature.

Eternal Flame SOR R ● MPo RR1 DK
Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.

Eternal Warrior EC C ●●●● AMa R LG,4th
Target creature does not tap to attack.

• **Falling Star** SOR R ●● DSh R2 LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.

False Orders INS C ●●●● AMa R A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.

Feint INS C ●● BSn R LG
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.

Fireball SOR C ●●●●● MTe RX A,B,U,R,4th
Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.

Firebreathing EC C ●● DFr R A,B,U,R,4th
R: +1/+0.

Fire Drake SC U ●● CRu RR1 DK, CH
Flying. R: +1/+0 until end of turn. Only one R can be used in this manner. 1/2.

Fire Elemental SC U ●●● MBe RR3 A,B,U,R,4th
5/4.

Firestorm Phoenix SC R ●●● JMe RR4 LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.

Fissure INS C ●●●● DSh RR3 DK,4th
Bury target land or creature.

Flame Spirit SC U ●● JHa R4 IA
R: +1/+0 until end of turn. 2/3.

Flare INS C ●● DTu R2 IA
Flare does one damage to any target. Draw a card at the beginning of the next turn.

Flashfires SOR U ●●●● DWi R3 A,B,U,R,4th
Destroy all plains in play.

• **Fork** INT R ●●●●● AWe RR A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.

Frost Giant SC U ●●● DGe RRR3 LG
Rampage: 2. 4/4.

Game of Chaos SOR R ●●● DTu RRR IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.

Giant Strength EC C ●●●● JHa RR LG,4th
Make target creature +2/+2.

Glacial Crevasses EN R ●● MRa R2 IA
0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.

Glyph of Destruction INS C ●● SVC R LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.

Goblin Artisans SC U ●● JBa R AQ, CH
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.

Goblin Balloon Brigade SC U ●●● ARu R A,B,U,R,4th
R: Gains flying until end of turn. 1/1.

Goblin Caves EL C ●●● DTu RR1 DK
If target land is a basic mountain, all Goblins gain +0/+2.

Goblin Chirurgeon SC C ●●● Multi R FE
Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2.

Goblin Digging Team SC C ●● RSp R DK
T: Sacrifice Digging Team to destroy target wall. 1/1.

Goblin Flotilla SC R ●●● TWa R2 FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.

Goblin Grenade SOR C ●●● Multi R FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp

Goblin Hero SC C ●● MTe R2 DK
2/2.

Goblin King SC R ●●● JMy RR1 A,B,U,R,4th
While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.

Goblin Kites EN U ●● AMa R1 FE
R: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.

Goblin Mutant SC U ●● DGe RR2 IA
Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than two. 5/3.

Goblin Rock Sled SC C ●● DDe R1 DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.

Goblin Sappers SC C ●●● JMe R1 IA
RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.

Key

•/ Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin Shrine	EL	C	●●●	RSp	RR1	DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Ski Patrol	SC	C	●	MPo	R1	IA
R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.						
Goblins of the Flarg	SC	C	●●●	TWä	R	DK, CH
Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.						
Goblin Snowman	SC	U	●●●	DGe	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Goblin War Drums	EN	C	●●●●●	Multi	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.						

Varchild's Crusader
Summon Legend
0: Varchild's Crusader cannot be blocked except by walls this turn. Bury Varchild's Crusader at end of turn.
"Every patch of land must belong to Keldor, no matter what the cost!"
—General Varchild

VARCHILD'S CRUSADER HOWL FROM BEYOND

Varchild's Crusader and Howl from Beyond: Sometimes the most obvious combos are the most effective. Use the Crusader's "can't be blocked by walls but dies at end of turn" special ability with a surprise Howl from Beyond to bring a stalemate game to a quick end with you on top and your opponent sucking wind. Heck, sometimes just the three points the Crusader does on his own'll be enough.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin Warrens	EN	R	●●●●	DFr	R2	FE
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Goblin Wizard	SC	U	●●●	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.						
Gorilla Shaman	SC	U		AWa	R	AI
XX1: Destroy target non-creature artifact with casting cost equal to X. Two versions. 1/1.						
Gorilla War Cry	INS	C		BWa	R1	AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.						
Granite Gargoyle	SC	R	●●●●	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	●●●●●	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre	SC	C	●	DFr	R2	A,B,U,R,4th
2/2.						
Grizzled Wolverine	SC	C	●●	CBr	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.						
Heart Wolf	SC	R	●●	MOK	R3	HL
First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2.						
Guerrilla Tactics	INS	C		RAF	R1	AI
Guerrilla Tactics deals two damage to target creature or player. If a spell or effect controlled by an opponent causes you to discard Guerrilla Tactics from you hand, reveal Guerrilla Tactics to all players, and it deals four damage to target creature or player. Two versions.						
Hill Giant	SC	C	●●	DFr	R3	A,B,U,R,4th
3/3.						
Hurloon Minotaur	SC	C	●●	AMa	RR1	A,B,U,R,4th
2/3.						
Hurr Jackal	SC	R	●●●	DTu	R	AN,4th
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	●●●	DFr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Immolation	EC	C	●●●●	SKi	R	LG,4th
Make target creature +2/-2.						
Imposing Visage	EC	C	●●●	PFo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Inferno	INS	R	●●●	RAF	RR5	DK,4th
Do 6 damage to all players and all creatures.						
Ironclaw Curse	EC	R	●●●	DDe	R	HL
Target creature gets -0/ -1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness Ironclaw Curse enchants.						
Ironclaw Orcs	SC	C	●	AMa	R1	A,B,U,4th
May only block creatures of power equaling 1 or less. 2/2.						
Incinerate	INS	C	●●●●	MPo	R1	IA
Do three damage to any target. Creatures damaged by Incinerate may not regenerate.						
Jokulhaups	SOR	R	●●●●●	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Joven	SL	C	●●●	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
Karplusan Giant	SC	U	●●	DGe	R6	IA
0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.						
Karplusan Yeti	SC	R	●●●●	QHo	RR3	IA
T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3.						
Keldon Warlord	SC	U	●●●	KBr	RR2	A,B,U,R,4th
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.						
Kird Ape	SC	C	●●●●●	KMe	R	AN,R
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
Kobold Drill Sergeant	SC	U	●●	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	●●	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobolds of Kher Keep	SC	C	●	JBa	0	LG
0/1.						
Kobold Taskmaster	SC	U	●●	RAF	R1	LG
Give all your Kobolds +1/+0. 1/2.						
Land's Edge	EW	R	●●	BSn	RR1	LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.						
Lava Burst	SOR	C	●●●●	TWä	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Lightning Bolt	INS	C	●●●●●	CRu	R	A,B,U,R,4th
Do 3 damage to one target.						
Magnetic Mountain	EN	R	●●●	SVC	RR1	AN,R,4th
To untap a blue creature, controller must spend four during upkeep in addition to other requirements. Big blue-deck killer!						
Manabarbs	EN	R	●●	CRu	R3	A,B,U,R,4th
Do one damage to controller whenever he draws mana from any land.						
Mana Clash	SOR	R	●	MTe	R	DK,4th
Choose a target player. You and he should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.						
Mana Flare	EN	R	●●●●	CRu	R2	A,B,U,R,4th
Each land produces an extra mana of its normal type whenever it is tapped for mana.						
Márton Stromgald	SL	R	●●●●●	MPo	RR2	IA
If Márton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.						
Melee	INS	U	●●●●	DWi	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Melting	EN	U	●●	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of same type.						
Meteor Shower	SOR	C	●●●●	REm	RXX	IA
Meteor Shower does X+1 damage divided any way you choose to any number of targets.						
Mijae Djinn	SC	R	●●●	SVC	RRR	AN,R
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
Mons's Goblin Raiders	SC	C	●	JMe	R	A,B,U,R,4th
1/1.						
Mountain Goat	SC	C	●●●	CBr	R	IA
Mountainwalk. 1/1.						
Mountain Yeti	SC	C	●●●●	DFr	RR2	LG, CH
Mountainwalk, protection from white. 3/3.						
Mudslide	EN	R	●●	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.						
Nalathni Dragon	SC	R	●●●	MWe	RR2	PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.						
Omen of Fire	INS	R		PVe	RR3	AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.						
Orc General	SC	U	●	JMy	R2	DK
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.						
Orcish Artillery	SC	U	●●●	AMa	RR1	A,B,U,R,4th
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Cannoneers	SC	U	●●●	DFr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orcish Captain	SC	U	●	MTe	R	FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.						
Orcish Conscripts	SC	C	●	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orcish Farmer	SC	C	●●●	DFr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 2/2.						
Orcish Healer	SC	U	●●●	QHo	RR	IA
RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.						
Orcish Librarian	SC	R	●●●●	PFo	R1	IA
R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.						
Orcish Lumberjack	SC	C	●●●●	DFr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orcish Mechanics	SC	C	●●●	PVe	R2	AQ
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.						
Orcish Mine	EL	U	●●●	KFo	RR1	HL
When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed. Orish Mine Deals 2 damage to land's controller.						
Orcish Oriflamme	EN	U	●●●	DFr	R3	A,B,U,R,4th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Orcish Spy	SC	C	●●●●	Multi	R	FE
T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.						
Orcish Squatters	SC	R	●●●●	RKF	R4	IA
If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.						
Orcish Veteran	SC	C	●●	Multi	R2	FE
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.						
Orgg	SC	R	●●●	DGe	RR3	FE
Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creatures of power greater than 2. 6/6.						
Panic	INS	C	●●	MKi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Pillage	SOR	U		RKF	RR1	AI
Bury target artifact or land.						
Power Surge	EN	R	●●●●	DSh	RR	A,B,U,R,4th
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Primitive Justice	SOR	U		AWa	R1	AI
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.						
Primordial Ooze	SC	U	●●	SEv	R	LG, CH
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						

Pyroblast INT C ●●●●● KFo R IA
Counter target blue spell or destroy target blue permanent.
Pyroclasm SOR U ●●●● PMo R1 IA
Do 2 damage to each creature.
Pyrokinesis INS U RSp RR4 AI
You may remove a red card in your hand from the game instead of paying Pyrokinesis's casting cost. Pyrokinesis deals four damage, divided any way you choose among any number of target creatures.
Pyrotechnics SOR U ●●●● AMa R4 LG,4th
Do 4 damage divided any way among any number of targets.
Quarum Trench Gnomes SC R ●●● DFr R3 LG
T: Target plains produce 1 instead of W until end of game. 1/1.
Raging Bull SC C ● RAF R2 LG
2/2.
Raging River EN R ●●● SEv RR A,B,U
When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.
Raiding Party EN U ●●● QHo R2 FE
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.
Red Elemental Blast INT C ●●●●● RTh R A,B,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.
Retribution SOR U ●●● MTe RR2 HL
Choose two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.
Rock Hydra SC R ●●● JMe R A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.
Roc of Kher Ridges SC R ●●●● ARu R3 A,B,U,R
Flying. 3/3.
Rogue Skycaptain SC R RAF R2 AI
Flying. At the beginning of you upkeep, put a wage counter on Rogue Skycaptain. During your upkeep, pay two for each wage counter on Rogue Skycaptain, or remove all wage counter from Rogue Skycaptain and target opponent gains control of Rogue Skycaptain. 3/4.
Rukh Egg SC C ●●●● CRu R3 AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.
Sabretooth Tiger SC C ●● MBe R2 IA
First strike. 2/1.
Sedge Troll SC R ●●●● DFr R2 A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.
Shatter INS C ●●●● AWe R1 A,B,U,R,4TH,IA
Destroy target artifact.
Shatterstorm SOR R ●●● MPo RR2 AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.
Shivan Dragon SC R ●●●●● MBe RR4 A,B,U,R,4th
Flying. R: +1/+0. 5/5.
Sisters of the Flame SC C ●●● JMy RR1 DK,4th
T: Add R to your mana pool (play as an interrupt). 2/2.
Smoke EN R ●● JMy RR A,B,U,R,4th
Each player may only untap one creature during untap phase.
Soldier of Fortune SC U DSh R AI
RT: Target player shuffles his library. 1/1.
Spinal Villain SC R ●●● AMa R2 LG
T: Destroy target blue creature. 1/2.
Stone Giant SC U ●●● DWi RR2 A,B,U,R,4th
T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughnesss after it gains flying ability, is killed at end of turn. 3/4.
Stonehands EC C ●●● DFr R2 IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.
Stone Rain SOR C ●●● DGe R2 A,B,U,R,4TH,IA
Destroy any one land.
Stone Spirit SC U ●●● JMe R4 IA
Stone Spirit cannot be blocked by flying creatures. 4/3.
Storm Shaman SC C CHe R2 AI
R: +1/+0 until end of turn. Two versions. 0/4.
Storm World EW R ●● CRu R LG
Do 1 damage to any player for each card below 4 in hand during upkeep.
• **Tempest Efreet** SC R ● NTh RRR1 LG,4th
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.
Tor Giant SC C ●● DSh R3 IA
3/3.
Total War EN R ●●● DTu R3 IA
Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.

Tunnel SOR U ●● DFr R A,B,U,R,4th
Bury one wall.
Two-Headed Giant of Foriys SC R ●●●● AMa R4 A,B,U
Trample. May block two creatures in combat. 4/4.
Uthden Troll SC U ●●●● DSh R2 A,B,U,R,4th
R: Regenerates. 2/2.
Varchild's Crusader SC C MPo R3 AI
0: Varchild Crusader cannot be blocked, except by walls this turn. Bury Varchild's Crusader at the end of turn. Two versions. 3/2.
Varchild's War-Riders SC R SVC R1 AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.
Vertigo INS U ●●● DTu R IA
Do 2 damage to target flying creature, which loses flying until end of turn.
Veteran's Voice EC C ARu R AI
Play on a creature you control. 0: Tap enchanted creature to give any other target creature +2/+1 until end of turn. Two versions.
Wall of Dust SC U ●● RTh R2 LG,4th
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.
Wall of Earth SC C ●●●● RTh R1 LG
0/6.
Wall of Fire SC U ●●● RTh RR1 A,B,U,R,4th
R: +1/+0. 0/5.
Wall of Heat SC C ●●● RTh R2 LG, CH
2/6.
Wall of Lava SC U ●●● PVe RR1 IA
R: +1/+1 until end of turn. 1/3.
Wall of Opposition SC U ●●● HMc RR3 LG, CH
1: +1/+0 until end of turn. 0/6.
Wall of Stone SC U ●●● DFr RR1 A,B,U,R,4th
0/8.
• **Wheel of Fortune** SOR R ●●●●● DGe R2 A,B,U,R
All players must discard their hands and draw seven new cards.
Windseeker Centaur SC R ●●● AMa RR1 BOOK
Does not tap to attack. 2/2.
Winds of Change SOR R ●●● JHa R LG,4th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.
Winter Sky SOR R ●● MKi R HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.
Word of Blasting INS U ●●● KMe R1 IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.
Ydwen Efreet SC R ●● DTu RRR AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

Name Kind CR Rating Artist Cost Sets Found
Description

8/4.
Alabaster Potion INS C ●●●● HMc WWX LG,4th
Give target player X life or prevent X damage to target creature or player.
Amrou Kithkin SC C ●● QHo WW LG,4th
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.
Angelic Voices EN R ●●●● JBa WW2 LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.
Angry Mob SC U ●●●● DTu WW2 DK,4th
Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.
Animate Wall EC R ●● DFr W A,B,U,R,4th
Target wall may now attack.
Arctic Foxes SC C ●● MPo W1 IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.
Arenson's Aura EN C ●● NLe W2 IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.
Argivian Archaeologist SC R ●●●●● AWe WW1 AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.
Argivian Blacksmith SC C ●● KKa WW1 AQ
T: Negate 2 damage to target artifact creature. 2/2.
Armageddon SOR R ●●●●● JMy W3 A,B,U,R,4th
Destroy all lands in play.
Armor of Faith EC C ●●● AMa W IA
Target creature gains +1/+1. W: +0/+1.
Army of Allah INS C ●●●● BSn WW1 AN
+2/+0 to all attacking creatures until end of turn.
Artifact Ward EC C ●● DSh W AQ
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.
Aysen Bureaucrats SC C ●●● ARa W1 HL
Tap target creature with power no greater than 2. 1/1.
Aysen Crusader SC R ●● NTh WW2 HL
X equals number of heroes in play. 2+X/2+X.
Aysen Highway EN R ●●● NTh WWW3 HL
All white creatures gain plainswalk.
• **Balance** SOR R ●●●●● MPo W1 A,B,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.
Battle Cry INS U ●●● DSh W2 IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.
Beast Walkers SC R ●● HHu WW1 HL
G: Banding until end of turn. 1/1.

Wild Aesthir
2
Flying, first strike
*: +2/+0 until end of turn. You cannot spend more than * in this way each turn.
"High in the Karpinaea, death is swift and razor-clawed."
—Anna Kramerid, Skycaptain
1/1

Divine Transformation
2
Enchant Creature
Target creature gains +3/+3.
Glory surged through her and radiance surrounded her. All things were possible with the blessing of the Divine.

WILD AESTHIR DIVINE TRANSFORMATION

Wild Aesthir and Divine Transformation: The Wild Aesthir, while not as glitzy as *Alliances*' crazy power cards like Helm of Obedience, is a great creature. Its first-strike ability combined with its up-to-three-pumping power makes it a formidable flyer. Toss in a Divine Transformation, juicing him to a killer 6/4, and it knocks just about anything out of the air: Serras, Mahamotis, Sengirs, the Baron, everything short of a Lord of the Pit.

WHITE

Abbey Gargoyles SC U ●●●● CRu WWW2 HL
Flying. Protection from red. 3/4.
Abbey Matron SC C ●●● MKi 2WW HL
W, T: +0/+3 till end of turn. Two versions. 1/3.
Abu Ja'far SC U ●●●● KMe W AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.
Adarkar Unicorn SC C ●●● QHo WW1 IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.
Akron Legionnaire SC R ● MPo WW6 LG, CH
Of your non-artifact creatures, only Akron Legionnaire may attack.

Benalish Hero SC C ●●● DSh W A,B,U,R,4th
Bands. 1/1.
Black Scarab EC U ●●● KFo W IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.
Black Ward EC U ●●●● DFr W A,B,U,R,4th
Target creature gains protection from black.
Blaze of Glory INS R ●● RTh W A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.
Blessed Wine INS C ●● KFo W1 IA
Gain 1 life. Draw a card at the beginning of the next turn.
Blessing EC R ●●●● JBa WW A,B,U,R,4th
W: +1/+1.

•/● Restricted/Banned ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
AC Artifact Creature CR Current Rarity EA Enchant Artifact EE Enchant Enchantment EN Enchantment INS Instant LAN Land SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Blinking Spirit	SC	R	●●●●●	LWi	W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●●	DFr	W	A,B,U,R,4th
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVe	W	DK,4th
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	●●●	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	●	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	●●●●	RTp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.						
Carrier Pigeons	SC	C		PMo	W3	AI
Flying. Draw a card at the beginning of the upkeep of the turn after Carrier Pigeons comes into play. Two versions. 1/1.						
Castle	EN	U	●●●	DWi	W3	A,B,U,R,4th
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	●●●●	PVe	W1	AQ,4th
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	●●●●	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	●●●	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	●●●	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	●●●●	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	●●●	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleanse	SOR	R	●●●●	PFo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	●●●	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	●●	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	●●	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.						
Combat Medic	SC	C	●●●●	Multi	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa,SVC. 0/2.						
Consecrate Land	EL	U	●●●●	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	●●●●	JMy	WW2	A,B,U,R,4th
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	●●●	PFo	W2	IA
Target creature gains banding.						
Crusade	EN	R	●●●●	MPo	WW	A,B,U,R,4th
All white creatures gain +1/+1.						
D'Avenant Archer	SC	C	●●●	DSh	W2	LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	●	JHo	W2	AQ
No one may untap more than one artifact in each of his own untap phases.						
Death Speakers	SC	U	●●●	DSh	W	HL
W: Protection from black. 1/1.						
Death Ward	INS	C	●●●	HMc	W	A,B,U,R,4th,IA
Regenerates target creature.						
Disenchant	INS	C	●●●●●	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
• **Divine Intervention**	EN	R	●●●	AWe	WW6	LG
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	●●●●	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	U	●●●●	NTh	WW2	LG,4th
Give target creature +3/+3.						
Drought	EN	U	●●●●●	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
Dust to Dust	SOR	C	●●●●	DTu	WW1	DK
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	●●●	QHo	WWW4	LG,4th
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Elvish Healer	SC	C	●●●	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
Enchanted Being	SC	C	●	DSh	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Enduring Renewal	EN	R	●●●●●	HMc	WW2	IA
Play with your hand face up. If you a draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						
Energy Storm	EN	R	●●●●	SEv	W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
Equinox	EL	C	●●	SVC	W	LG
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Errand of Duty	INS	C		JBa	W1	AI
Put a Knight token into play. Treat this token as a 1/1 white creature with banding. Two versions.						
Exile	INS	R		RAl	W2	AI
Remove target non-white attacking creature from the game. Gain life equal to that creature's toughness.						
Exorcist	SC	R	●●●	DTu	WW	DK
W1, T: Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	●●●●	MPo	WW	AN,R,4th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmstead	EL	R	●	MPo	WWW	A,B,U,R
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	●●●●	AWa	W2	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	●●	Multi	WW1	FE
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.						
Farrelite Priest	SC	U	●	PFo	WW1	FE
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.						
Fasting	EN	U	●●	DSh	W	DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	●●●	MPo	W	DK
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Fire and Brimstone	INS	U	●	JMe	WW3	DK
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Formation	INS	R	●●	KMe	W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
Fortified Area	EN	C	●●	RAF	WW1	LG
Give all your walls +1/+0 and banding.						
Fylgja	EC	C	●●●	EBe	W	IA
Put four healing counters on Fylgja when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a healing counter on Fylgja.						
General Jarkeld	SL	R	●●●	RTh	W3	IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.						
Glyph of Life	INS	C	●	SVC	W	LG
Add to your life points damage done to target wall by attacking creatures.						
Great Defender	INS	U	●●	MPo	W	LG
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
Great Wall	EN	U	●	SEv	W2	LG
Creatures with plainswalk may be blocked.						
Greater Realm of Preservation	EN	U	●●●●	NTh	W1	LG
W1: Prevent all damage to you from a red or black source.						
Green Scarab	EC	U	●●●	NLe	W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
Green Ward	EC	U	●●●	DFr	W	A,B,U,R,4th
Target creature gains protection from green.						
Guardian Angel	INS	C	●●●	AMa	WX	A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.						
Hallowed Ground	EN	U	●●	DSh	W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.						
Hand of Justice	SC	R	●●●●	MBe	W5	FE
T: Tap 3 target white creatures you control to destroy any target creature. 2/6.						
Hazduhr the Abbot	SC	R	●●●	DFr	WW3	HL
X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.						
Heal	INS	C	●●	MTe	W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
Healing Salve	INS	C	●●●	DFr	W	A,B,U,R,4th
Gain 3 life, or negate up to 3 damage dealt to a target.						
Heaven's Gate	INS	U	●●	DSh	W	LG
Change the color of one or more target creatures to white until end of turn.						
Heroism	EN	U	●	MPo	W2	FE
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
Hipparion	SC	U	●●	DWi	W1	IA
Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.						
Holy Armor	EC	C	●●●	MBe	W	A,B,U,R,4th
Target creature gains +0/+2. W: +0/+1.						
Holy Day	INS	C	●●●	JHo	W	LG
Creatures attack and block as normal but deal no damage.						
Holy Light	INS	C	●●	DTu	W2	DK
Give all non-white creatures -1/-1 until end of turn.						
Holy Strength	EC	C	●●●	AMa	W	A,B,U,R,4th
Target creature gains +1/+2.						
Icatian Infantry	SC	C	●●	Multi	W	FE
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.						
Icatian Javelineers	SC	C	●●●●	Multi	W	FE
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.						
Icatian Lieutenant	SC	R	●	PVe	WW	FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icatian Moneychanger	SC	C	●●●	Multi	W	FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.						

Lodestone Bauble
0
Artifact
1, Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

ARMAGEDDON LODESTONE BAUBLE

Armageddon and Lodestone Bauble: Now that Land Tax is restricted, the Bauble will become the artifact of choice for Willowgeddon decks. ($20 says a newbie is right now searching the players guide for the Willowgeddon *Magic* card.) Anyway, after you wipe all the land away with an Armageddon, the Bauble ensures that not only will you get your mana first with its land-replenishing power, but you'll get 'em fast with the "draw another card" bonus ability.

Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

Icatian Phalanx SC U ●●● KFo W4 FE
Bands. 2/4.

Icatian Priest SC U ●●● DTu W FE
WW1: Make target creature +1/+1 until end of turn. 1/1.

Icatian Scout SC C ●●●● Multi W FE
1, T: Give target creature first strike until end of turn. Artists: RAI, PFo, RKF, DSh. 1/1.

Icatian Skirmishers SC R ●●● HHu W3 FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.

Icatian Town SOR R ●●●● TWa W5 FE
Put 4 Citizen tokens, which are 1/1 white creatures, in play.

Indestructible Aura INS C ●● MPo W LG
Reduce to 0 all damage dealt to target creature until end of turn.

Infinite Authority EC R ●● DSh WWW LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.

Inheritance EN U KFo W AI
3: Draw a card. Use this ability only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Island Sanctuary EN R ●●● MPo W1 A,B,U,R,4th
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.

Ivory Gargoyle SC R QHo W4 AI
Flying. If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Ivory Gargoyle from the game. 2/2.

Ivory Guardians SC U ●●● MBe WW4 LG, CH
Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3.

Jihad EN R ●●●● BSn WWW AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.

Juniper Order Advocate SC U DSh W2 AI
As long as Juniper Order Advocate is untapped, all green creatures you control get +1/+1. 1/2.

Justice EN U ●●●●● RTp WW2 IA
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.

Karma EN U ●●●●● RTh WW2 A,B,U,R,4th
Do 1 point of damage to a player for each swamp he has in play during his upkeep.

Keepers of the Faith SC C ●● DGe WW1 LG, CH
2/3.

Kelsinko Ranger SC C ● MPo W IA
W1: One green creature gains first strike until end of turn. 1/1.

King Suleiman SC R ●● MPo W1 AN
T: Destroy an Efreet or Djinn. 1/1.

Kismet EN U ●●●● KFo W3 LG,4th
All opponent's creatures, lands, and artifacts enter play tapped.

Kjeldoran Elite Guard SC U ●●● MBe W3 IA
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.

Kjeldoran Escort SC C BWa WW2 AI
Banding. Two versions. 2/3.

Kjeldoran Guard SC C ●● AWa W1 IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

Kjeldoran Home Guard SC U ARu W3 AI
At the end of any combat in which Kjeldoran Home Guard attacked or blocked, put a -0/-1 counter on Kjeldoran Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.

Kjeldoran Knight SC R ●●●● RSp WW IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.

Kjeldoran Phalanx SC R ●●● RKF W5 IA
First strike, banding. 2/5.

Kjeldoran Pride EC C KFo W1 AI
Enchanted creature gets +1/+2. 2U: Switch Kjeldoran Pride from creature it enchants to another creature. Kjeldoran Pride's new target must be legal. Treat Kjeldoran Pride as though it were just cast on the new target. Two versions.

Kjeldoran Royal Guard SC R ●●●● LWi WW3 IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain SC U ●●●● MPo W4 IA
Flying, banding, first strike. 2/2.

Kjeldoran Skyknight SC C ●●●● MPo W2 IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior SC C ●●● MPo W IA
Banding. 1/1.

Knights of Thorn SC R ●●● CRu W3 DK
Protection from red, banding. 2/2.

Lance EC U ●● RAI W A,B,U,R
Target creature gains first strike.

Land Tax EN R ●●●●● BSn W LG,4th
If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.

Leeches SOR R ● ARa WW1 HL
Target player removes all poison counters. Player takes 1 damage for each poison counter removed.

Lifeblood EN R ●●●● MTe WW2 LG
Take 1 life whenever opponent taps a mountain.

Lightning Blow INS R ●●● HMc W1 IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.

Lost Order of Jarkeld SC R ●●● ARu WW2 IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.

Martyrdom INS C MPo WW1 AI
Until end of turn, you may redirect to target creature you control any amount of damage. Two versions.

Martyr's Cry SOR R ●●● JMe WW DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis SC U ●●● MOK WW3 AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.

Mercenaries SC R ● CBr W3 IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.

Mesa Falcon SC C ●●● MPo W1 HL
Flying. W1: +0/+1 until end of turn. Two versions. 1/1.

Mesa Pegasus SC C ●●●● MBe W1 A,B,U,R,4th
Flying, bands. 1/1.

Miracle Worker SC C ●●● RSp W DK
T: Destroy target enchantment on one of your creatures. 1/1.

Moat EN R ●●●●● JMe WW2 LG
Non-flying creatures cannot attack.

Moorish Cavalry SC C ●●● DWi WW2 AN
Trample. 3/3.

Morale INS C ●● MPo WW1 DK, 4th
Give all attacking creatures +1/+1 until end of turn.

Noble Steeds EN C RGu W2 AI
1W: Target creature gains first strike until end of turn. Two versions.

Northern Paladin SC R ●●●● DSh WW2 A,B,U,R,4th
WW, T: Destroy a black card in play. 3/3.

Order of Leitbur SC C ●●●●● Multi WW FE
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.

Order of the Sacred Torch SC R ●●●●● RTp WW1 IA
T: Sacrifice 1 life to counter a black spell. 2/2.

Order of the White Shield SC U ●●●●● RTp WW IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.

Osai Vultures SC U ● DFr W1 LG,4th
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.

Pearled Unicorn SC C ● CBr W2 A,B,U,R,4th
2/2.

Personal Incarnation SC R ●●● KBr WWW3A,B,U,R,4th
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his remaining life (round up the loss). 6/6.

Petra Sphinx SC R ●● SEv WWW2 LG, CH
T: Make target player name a card and then turn over the top card in his library. If the opponent's guess matches the card, it is put into his hand; otherwise, it goes to the graveyard. 3/4.

Piety INS C ●● MPo W2 AN,4th
+0/+3 to all defending creatures until end of turn.

Pikemen SC C ●●● DDe W1 DK,4th
Banding, first strike. 1/1.

Preacher SC R ●●●●● QHo WW1 DK
T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.

Presence of the Master EN U ●●● PFo W3 LG
Counter all new enchantments cast whenever Presence of the Master is in play.

Prismatic Ward EC C ●●● LWi W1 IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Prophecy SOR C ●● CRu W HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.

Purelace INT R ●●● SEv W A,B,U,R,4th
Change the color of one card being played or in play to white.

Rally INS C ●● HHu WW IA
All blocking creatures gain +1/+1 until end of turn.

Rapid Fire INS R ● JHa W3 LG
Give target creature first strike and rampage: 2 until end of turn. Play before defense is chosen.

Rashka the Slayer SC U ●● CRu WW3 HL
Can block creatures with flying. if Rashka the Slayer blocks a black creature, it gains +1/+2 unitl the end of turn. 3/3.

Red Scarab EC U ●●● SEv W IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward EC U ●●●● DFr W A,B,U,R,4th
Target creature gains protection from red.

Reinforcements INS C DVi W AI
Put up to three target creature cards from you graveyard on top of your library in any order. Two versions.

Remove Enchantments INS C ●● BSn W LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.

Repentant Blacksmith SC C ●●●● DTu W1 AN, CH
Protection from red. 1/2.

Reprisal INS U RAF W1 AI
Bury target creature with power four or greater.

Resurrection SOR U ●●●● DWi WW2 A,B,U,R
Take a creature from your graveyard and put it directly into play as if just summoned.

Reverse Damage INS R ●●●●● DWi WW1 A,B,U,R,4th
All damage you have taken from any one source is added to, not subtracted from, your life total.

Reverse Polarity INS C ●●● JHa WW AQ,R
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.

Righteous Avengers SC U ●●● HHu W4 LG
Plainswalk. 3/1.

Righteousness INS R ●●● DSh W A,B,U,R,4th
Target defending creature gets +7/+7 until end of turn.

Diseased Vermin
Summon Rats
During your upkeep, Diseased Vermin deals 1 damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it.
1/1

2: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

DISEASED VERMIN — TAWNOS'S WAND

Diseased Vermin and Tawnos's Wand: With the Diseased Vermin's ability to keep stinging an opponent for a point after they've scored a successful hit (with a cumulative sting for multiple hits!), these little buggers can get real annoying real fast. But at 1/1, they can be stomped by just about any creature this side of a Kobold. Just avoid the, ahem, rat race by making these little guys unblockable with the Wand and pay your opponent a visit every turn.

Key

*/- Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Royal Decree	EN	R		PVe	WW2	AI
CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals one damages to that permanent's controller.						
Royal Herbalist	SC	C		DSh	W	AI
2: Remove the top card of your library from the game to gain one life. Two versions. 1/1.						
Sacred Boon	INS	U	●●●●	MRa	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						
Samite Alchemist	SC	C	●●	TWa	W3	HL
WW,T: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. Two versions. 0/2.						
Samite Healer	SC	C	●●●	TWa	W1	A,B,U,R,4th
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	●●●●●	DGe	W	A,B,U,R,4th
2/1.						
Scars of the Veteran	INS	U		DFr	W4	AI
You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost. Prevent up to seven damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.						
Seasoned Tactician	SC	U		DFr	W2	AI
3: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.						
Seeker	EC	C	●●●	MPo	WW2	LG,4th
Target creature may only be blocked by white or artifact creatures.						
Seraph	SC	R	●●●●	CRu	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.						
Serra Angel	SC	U	●●●●●	DSh	WW3	A,B,U,R,4th
Flying. Does not tap to attack. 4/4.						
Serra Aviary	EW	R	●●●●	NLe	W3	HL
All creatures with flying get +1/+1.						
Serra Bestiary	EC	C	●●	AMa	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.						
Serra Inquisitors	SC	U	●●	DDe	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						
Serra Paladin	SC	C	●●	PVe	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.						
• **Shahrazad**	SOR	R	●	KFo	WW	AN
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.						
Shield Bearer	SC	C	●●	DFr	W1	IA
Banding. 0/3.						
Shield Wall	INS	U	●●	DSh	W1	LG, CH
Give all your creatures +0/+2 until end of turn.						
Snow Hound	SC	U	●●●	PMo	W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.						
Soraya the Falconer	SL	R	●●	DDe	WW1	HL
All falcons get +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.						
Spirit Link	EC	U	●●●●●	KFo	W	LG,4th
Take 1 life for every point of damage target creature does.						
Spiritual Sanctuary	EN	R	●●●	AWe	WW2	LG
Any player controlling plains takes 1 life during his upkeep.						
Squire	SC	C	●	DDe	W1	DK
1/2.						
Sustaining Spirit	SC	R		RGu	W1	AI
CU: W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3						
Swords to Plowshares	INS	U	●●●●●	KFo	W	A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Sworn Defender	SC	R		DAG	WW2	AI
1: Change Sworn Defender's power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change Sworn Defender's toughness to one plus the power of that creature, until end of turn. 1/3.						
Thunder Spirit	SC	R	●●●●	RAF	WW1	LG
Flying, first strike. 2/2.						
Tivadar's Crusade	SOR	U	●	DDe	WW1	DK
All Goblins are destroyed.						
Trade Caravan	SC	C	●	KFo	W	HL
During your upkeep, put a currency counter on Trade Caravan. 0: Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. Two versions. 1/1.						
Truce	INS	R	●●	MBe	W2	HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.						
Tundra Wolves	SC	C	●●●	QHo	W	LG,4th
First strike. 1/1.						
Unlikely Alliance	EN	U		PFo	W1	AI
W1: Target non-attacking, non-blocking creature gets +0/+2 until end of turn.						
Veteran Bodyguard	SC	R	●●●●	DSh	WW3	A,B,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
Visions	SOR	U	●●	NTh	W	LG,4th
Look at the top five cards of any library, then reshuffle it if you so choose.						
Wall of Caltrops	SC	C	●●	BSn	W1	LG
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	●●●	RTh	W2	LG
Protection from black.1/5.						
Wall of Swords	SC	U	●●●●	MTe	W3	A,B,U,R,4th
Flying. 3/5.						
War Elephant	SC	C	●●●●	KBi	W3	AN, CH
Bands, trample. 2/2.						
Warning	INS	C	●	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
White Knight	SC	U	●●●●●	DGe	WW	A,B,U,R,4th
Protection from black, first strike. 2/2.						
White Scarab	EC	U	●●●	PFo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						
White Ward	EC	U	●●●	DFr	W	A,B,U,R,4th
Target creature gains protection from white.						
Wild Aesthir	SC	C		GSi	W2	AI
Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. Two versions. 1/1.						
Witch Hunter	SC	U	●●●●	JMy	WW2	DK, CH
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
Wrath of God	INS	R	●●●●	QHo	WW2	A,B,U,R,4th
Bury all creatures in play.						

LANDS

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adventurers' Guildhouse	LAN	U	●	TWa		LG
All your green legends may band with other legends.						
Adarkar Wastes	LAN	R	●●●●	MRa		IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
An-Havva Township	Land	R	●	LDa		HL
T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.						
Arena	LAN	R	●●●●	RAI		PR
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Aysen Abbey	Land	U	●	LDa		HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.						
Badlands	LAN	R	●●●●●	RAI		A,B,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Balduvian Trading Post	LAN	R		TWa		AI
When Balduvian Trading Post comes into play, sacrifice an untapped mountain or bury Balduvian Trading Post. T: Add 1R to your mana pool. 1, T: Balduvian Trading Post deals one damage to target attacking creature.						
Bayou	LAN	R	●●●●●	JMy		A,B,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	●●	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	●●●	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Brushland	LAN	R	●●●●	BWa		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
Castle Sengir	LAN	R	●	PVe		HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.						
Cathedral of Serra	LAN	U	●	MPo		LG
All your white legends may band with other legends.						
City of Brass	LAN	R	●●●●●	MTe		AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
City of Shadows	LAN	R	●●	TWa		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
Desert	LAN	C	●●●	JMy		AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	●●●●●	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
Dwarven Hold	LAN	R	●●●	PMo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	●●	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	●●	MPo		FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	●●	RAI		AN
T: Add 1mana to your mana pool. T: Regenerate an Elephant or Mammoth.						
Forest	LAN	C	—	Multi		A,B,U,R,4TH,IA
T: Add G to your mana pool. Two Alpha versions, three in other sets. Artists: CRu, PMo (Ice Age).						
Glacial Chasm	LAN	U	●●●●	LDa		IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.						
Halls of Mist	LAN	R	●●●	MPo		IA
CU: 1. No creature may attack if it attacked during its controller's last turn.						
Hammerheim	LAN	U	●●●●	BWa		LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
Havenwood Battleground	LAN	U	●●	MPo		FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Heart of Yavimaya	LAN	R		PVe		AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.						

Misinformation
Instant
Put up to three target cards from an opponent's graveyard on top of his or her library in any order.
"When you cannot rely on your senses, trust your own sense. When you cannot trust that, you must follow your instincts." —Lacosa Caldeyan, Balduvian Magician

Hymn to Tourach
Sorcery
Target player discards two cards at random from his or her hand. If target player does not have enough cards, his or her entire hand is discarded.
"The eerie, wailing Hymn caused enemy even in hardened warriors."
—Sarpadian Empires, vol. II

MISINFORMATION HYMN TO TOURACH

Misinformation and Hymn to Tourach: Arguably the best cards out of *Fallen Empires*, Hymn to Tourach shows up in just about every black deck. Make your opponent discard two cards at random? Great! But what if you pull useless cards? Why, put them back on top of your opponent's library so he can draw them again! If they weren't much to begin with, think of the joy your foe will have when he gets hit with that special feeling of déjà vu.

Hollow Trees LAN R ●●● PMo FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.

Icatian Store LAN R ●●● PMo FE
Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.

Ice Floe LAN U ●●● JMe IA
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.

Pendelhaven LAN U ●●●● BWa LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.

Plains LAN C — Multi A,B,U,R,4TH,IA
T: Add W to your mana pool. Two Alpha versions, three versions in other sets. Artists: JMy, CRu (Ice Age)

Plateau LAN R ●●●●● DTu A,B,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.

Rainbow Vale LAN R ●●● KFo FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

Soldevi Adnate
Summon Cleric
Sacrifice a black or artifact creature to add an amount of ♦ equal to that creature's casting cost to your mana pool. Play this ability as an interrupt.
"In this cannot have sense, even when a thousand people speak it."
– Savra Relicbane, Soldevi Heretic
1/2

Magus of the Unseen
1 ♦, ♦: Untap target artifact opponent controls and gain control of it until end of turn. If that artifact is an artifact creature, it can attack, and you may use any of its abilities that require ♦ as part of the activation cost. When you lose control of the artifact, tap it.
3/3

SOLDEVI ADNATE MAGUS OF THE UNSEEN

Soldevi Adnate and Magus of the Unseen: First, your Magus temporarily swipes one of your opponent's artifact creatures. If you can use its special abilities or attack successfully with it, great. Then the real fun comes when you toe-tag that sucker by sacrificing it to your li'l Adnate buddies and use the mana to summon a big creature, crank out a Drain Life or pump up an Order of the Ebon Hand. Hey, toss in an Ashnod's Transmogrant for guaranteed success.

Island LAN R — Multi A,B,U,R,4TH,IA
T: Add U to your mana pool. Artists: MPo, AMa (Ice Age).

Island of Wak-Wak LAN R ●●●●● DSh AN
T: Reduce the power of one flying creature to 0 until end of turn.

Karakas LAN U ●●●● NLe LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.

Karplusan Forest LAN R ●●●● NLe IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.

Kjeldoran Outpost LAN R JMe AI
When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost. T: Add W to your mana pool. W1, T: Put a soldier token into play. Treat this token as a 1/1 white creature.

Koskun Keep LAN U ● PMo HL
T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.

Lake of the Dead LAN R PVe AI
When Lake of the Dead comes into play, sacrifice a Swamp or bury Lake of the Dead. T: Add B to your mana pool T: Sacrifice a Swamp to add BBBB to your mana pool.

Land Cap LAN R ●●● LWi IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.

Lava Tubes LAN R ●●● BWa IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.

• **Library of Alexandria** LAN R ●●●●● MPo AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.

• **Maze of Ith** LAN U ●●●●● AMa DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Mishra's Factory LAN U ●●●●● KFo,PFo AQ,4th
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.

• **Mishra's Workshop** LAN R ●●●● KFo AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.

Mountain LAN C — Multi A,B,U,R,4TH,AN,IA
T: Add R to your mana pool. Two Alpha versions, three versions in other sets. Artists: DSh, TWä (Ice Age).

Mountain Stronghold LAN U ● TWä LG
All your red legends may band with other legends.

Oasis LAN U ●●● BSn AN,4th
T: Prevent 1 damage to any creature.

River Delta LAN R ●●● SEv IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

Ruins of Trokair LAN U ●● MPo FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.

Safe Haven LAN R ●●●● CRu DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.

Sand Silos LAN R ●●● PMo FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.

Savannah LAN R ●●●●● RAl A,B,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.

School of the Unseen LAN U PMo AI
T: Add one colorless mana to your mana pool. 2, T: Add one mana of any color to your mana pool.

Scrubland LAN R ●●●●● JMy A,B,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.

Seafarer's Quay LAN U ● TWä LG
All your blue legends may band with other legends.

Sheltered Valley LAN R RAl AI
When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.

Snow-Covered Forest LAN U — PMo IA
T: Add G to your mana pool.

Snow-Covered Island LAN U — AMa IA
T: Add U to your mana pool.

Snow-Covered Mountain LAN U — TWä IA
T: Add R to your mana pool.

Snow-Covered Plains LAN U — CRu IA
T: Add W to your mana pool.

Snow-Covered Swamp LAN U — DSh IA
T: Add B to your mana pool.

Soldevi Excavations LAN R LDa AI
When Soldevi Excavations comes into play, sacrifice an untapped island or bury Soldevi Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.

Sorrow's Path LAN R ● RAF DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.

Strip Mine LAN U ●●●●● DGe AQ,4th
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.

Sulfurous Springs LAN R ●●● PFo IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

Svyelunite Temple LAN U ●● MPo FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.

Swamp LAN C — Multi A,B,U,R,4TH,IA
T: Add B to your mana pool. Two Alpha versions, three versions in other sets. Artists: DFr, DSh (Ice Age).

Taiga LAN R ●●●●● RAl A,B,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.

Tabernacle at Pendrell Vale LAN R ●●● NLe LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Thawing Glaciers LAN R JMe AI
Comes into play tapped. 1, T: Search your library for a basic land and put it into play tapped. This does not count toword your one-land-per-turn limit. Shuffle your library afterwards. At the end of your turn, return Thawing Glaciers to owner's hand.

Timberline Ridge LAN R ●●● JMe IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.

Tolaria LAN U ●●● NLe LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ●●●●● JMy A,B,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.

Tundra LAN R ●●●●● JMy A,B,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.

Underground River LAN R ●●●● Nth IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

Underground Sea LAN R ●●●●● RAl A,B,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.

Unholy Citadel LAN U ● MPo LG
All your black legends may band with other legends.

Urborg LAN U ●●● BWa LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C ●● AMa AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Power Plant LAN C ●● MTe AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Tower LAN C ●● MPo AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.

Veldt LAN R ●●● BWa IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.

Volcanic Island LAN R ●●●●● BSn B,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.

Wizards' School Land U ● PMo HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.

HEY!
Ever get confused by a *Magic* card or wacky card combo?
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key

●/■ Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

INQUEST players guide

MYTHOS:CALL OF CTHULHU

CHAOSIUM–1996

Full Set (218 cards including 18 Investigator cards)

ADVENTURES

Name / Description	Value	Sanity	Rarity
A Heroic Rescue	+7	+3	C
Steadfast Author, Reporter, Doctor, Private Eye, White, Corrupt Cultist, Cemetery, Weapon, Tome.			
Birds and the Byakhees, The	+6	+2	R
Dawn of a New Day, two Water Locations, Ally (opposite sex, Two Forest/Country Locations, Monster, Press or Society Location			
Curious Parcel, The	+6	+2	C
Tome in a language other than English, One Spell, One Library, One Cemetery, One Gate Location (all in three different cards, Two Allies that are either Authors, Scholar, Professors or Artists.			
Great Epidemic, The	+9	+4	R
Doctor, Three Days, Typhoid Epidemic, Herbert West, Night, Zombie, Sanitarium.			
Interesting Shop, The	+5	+1	C
Four City Locations, Artifact or Tome, something that costs you at least one Sanity point.			
Knee-Deep in Doom	+5	+2	C
20 points worth of Monsters.			
On the Edge	+6	+4	R
Your own Sanity below six points, Sanitarium, Doctor, Corrupt Cultist, Two Phobias, Call of Cthulhu Tome.			
One Dark and Stormy Night	+6	+2	C
Powerful Storm, Three Locations along the Miskatonic Valley, at least one Travel By Car, Church.			
Outsider, The	+7	+3	R
Corrupt Cultist, House with Gate, Three Artifacts or Tomes, Waxing Moon, Business, Townsfolk Riot, In the Nick of Time.			
Stand Against the Order	+9	+4	R
Two Steadfast Allies, Two of: Barnabas Marsh, Jeremiah Brewster and Robert Marsh, Innsmouth Look, Marsh Mansion, Marsh Refinery, Dynamite, Esoteric Order of Dagon.			
Theron-Marks Society, The	+6	+2	U
Monster, Phobia, Country House, Two Steadfast Allies, Weapon.			
Your First Big Story	+6	+2	C
Three Gate Locations, Tome of Artifact, Press Location, Day.			

ALLIES

Name / Description	Location	Value	Rarity
Abigail Winthrop Marsh	Inn	2	C
Steadfast Wife. Knows English. Add two points to the value of this card while any other Marsh card is in play as an ally.			
Albert N. Wilmarth	Ark	2	U
Steadfast Professor. Knows English, Latin & Greek.			
Albert Shiny	Any	4	R
Corrupt Friend. Knows English. Does not use weapons. While this card is in play, you may discard any Shoggoth that attacks your investigator at the moment that it is revealed. At the end of that round, bury poor Albert in your story deck.			
Ammi Pierce	Mis	2	C
Steadfast Farmer. Knows English. While he is in play, add one to the maximum number of cards that you may keep in your hand.			
Ann White	Pro	1	C
Steadfast Housekeeper. Knows English. Add one point to this card's value when ither Rhoby Harris or Mercy Dexter is in play.			
Arthur Munroe	Any	2	C
Steadfast Reporter. Knows English.			
Asenath Waite Derby	Ark	1	R
-1 Sanity. Corrupt Wife, Living Dead. Knows English. Cannot be played if you have Ephraim Waite in play. Can know any one spell. Bury spell in your story deck after it is cast.			
Barnabas Marsh	Inn	1	R
-1 Sanity. Corrupt Cultist. Knows English. Add one point to the value of this card if your investigator has the Jewelry of the Deep Ones.			
Charles Dexter Ward	Pro	2	U
Corrupt Student. Knows English. Add two points to the value of this card while you have any Corrupt Cultist in play as an Ally.			
Crawford Tillinghast	Pro	2	U
Corrupt Inventor. Knows English. You may place an Artifact card beneath this card on your turn in any location. If this card is discarded or buried, the Artifact suffers the same fate.			
Dr. Marinus Bicknell Willett	Pro	1	C
Steadfast Doctor. Knows English. This Doctor and one ally of your choice are excluded when determining the results of an epidemic.			
Edward Pickman Derby	Ark	2	R
Steadfast Poet. Knows English. Add one point to the value of this card while you have Asenath Waite Derby in play.			
Ephraim Waite	Inn	2	R
-1 Sanity. Corrupt Cultist, Living Dead. Knows English. Cannot be played if you have Asenath Waite Derby in play. When you bury Ephraim, you may immediately play Asenath Waite Derby. Can know any one spell.			
George Birch	Any	3	C
Corrupt Undertaker. Knows English. Add one point to the value of this card while your current location is a cemetery.			
Harvey Walters	Ark	2	C
Steadfast Reporter. Knows English. While this card is in play, subtract one from the minimum number of cards that you may keep in your hand. Not cumulative with other allies that lower your minimum.			
Howard Lovecraft	Pro	1	U
+1 Sanity. Steadfast Author. Knows English & Hyperborean. Remain in any Providence location with Lovecraft for one turn and bury one Phobia.			
Jeremiah Brewster	Inn	3	C
-1 Sanity. Corrupt Cultist. Knows English. Add one point to the value of this card if your investigator has Jewelry of the Deep Ones.			
K.J. Hooper	Ark	3	C
Steadfast Private Eye. Protection from Police Investigation and from cards that cause you to lose Artifacts and Tomes. At moment when you would lose an Artifact or Tome, you may bury this card instead.			
Mercy Dexter	Pro	3	C
Steadfast Sister. Knows English. Add one point to this card's value when either Rhoby Harris or Ann White is in play.			
Nahum Gardner	Mis	2	C
+1 Sanity. Steadfast Farmer. Knows English.			
Randolph Carter	Any	2	R
Steadfast Dreamer. Knows English & French. As long as he is chosen as a defending Ally, he raises the card value of all other Steadfast defending allies by one point per card.			
Raymond Legrasse	Any	3	C
Steadfast Police Detective. Knows English & French. Protection from Police Investigation and from cards that cause you to lose Artifacts and Tomes. At the moment when you would lose an Artifact or Tome, you may choose to bury this card instead.			
Rhoby Harris	Pro	2	R
Steadfast Wife. Knows English & French. Add one point to this card's value when either Mercey Dexter or Ann White is in play.			
Robert Harrison Blake	Pro	1	R
+1 Sanity. Steadfast Artist. Knows English.			
Robert Marsh	Inn	2	U
-1 Sanity. Coirrupt Cultist. Knows English. Add one to the value of this card if your investigator has the Jewelry of the Deep Ones.			
Zadok Allen	Any	1	C
Steadfast Bum. Knows no languages. While this card is in play, add one to the maximum number of cards that you may keep in your hand.			

ARTIFACTS

Name / Description	Sanity	Rarity
Brazen Head, The	-2	U
Can know any one spell. Bury spell in your story deck after it is cast. Knows Greek, Latin & Chinese.		
Chime of Tezchaptl	-2	R
Flip this card face-down to cancel opponent's spell that was just cast.		
Dynamite	-1	C
Weapon. Add six points to ally's value. Discard both Dynamite and ally after use in combat.		
Elephant Gun	—	U
Weapon. Add three points to ally's value.		
Enchanted Cane	-1	R
Increase your investigator's maximum Sanity by five while this card is in play. If this card is discarded or buried, Sanity points above your maximum are immediately lost.		
Jewelry of the Deep Ones	-1	U
Increase the card value of all Deep Ones, Father Dagon, Mother Hydra, and certain Corrupt Cultists by one point.		
Mi-Go Braincase	-1	R
Place this artifact with an ally. That ally can now know one spell. Bury spell when cast.		
Mist Projector	-1	R
Enchanted weapon. Add three points to ally's value.		
Paracelsus' Sword	-1	U
Enchanted weapon. Add two points to an ally's value.		
Ring of Eibon	-1	R
Spend two Sanity points to gain a 13 second glance at one opponent's hand and choose their next legal play (cannot be a pass of a card from their hand to the table. Flip this card face-down after use.		
Seal of Isis	-1	C
Protects against theft. If opponent plays a card that would cause you to lose an Artifact, Tome, or Spell from a Tome, you may choose to bury this card instead.		
Shining Trapezohedron	-2	U
Can be used in7 the place of any one of the cards needed to play a Great Old One or an Outer God. Bury this card when used.		
Shotgun	+1	C
Weapon. Add two points to ally's value.		
Sphere of Nath	-2	R
Take the top card of your opponent's story deck and discard it. If card revealed is not a location, bury it. Repeat until a location card is revealed. Ignore Sanity gain/loss; may use Gate. Then, bury this card.		
Star Stone of Mnar	-1	U
Designate one Threat to be affected before monsters are revealed.O Halves the attack from Lessor Servitors and Lesser Independents in that Threat.		
Tommygun	—	C
Weapon. Add three points to ally's value. Ally is now corrupt.		
Ultra-Violet, The	-1	R
While in play, this card makes all invisible monsters in any attacking Threat Visible, but adds one point to the card value of each affected monster.		

EVENTS

Name / Description	Type	Rarity
Amnesia	—	C
Randomly choose one card from your opponent's hand that he or she must discard.		
An Unexpected Calamity	—	U
Play this card and announce "Pass." This pass ends the current round, even if it is the only pass in the round.		
Bacteriophobia	Phobia	C
Target investigator loses one Sanity point if you or your allies have a Weapon, Tome, or Artifact when this card is played, and each time you play an Artifact, Tome, or Weapon card.		
Beatrice is Released from the Attic	—	R
-1 Sanity. Choose one ally up to four points in value that your opponent must bury, then bury this card.		
Car	Travel by land	C
Immediately play a new location in the same region right-side up on top of your story deck.		
Catastrophic Failure	—	C
The weapon held by one ally malfunctions. Bury the target ally and discard the weapon.		
Children Have Nightmares	—	U
-1 Sanity. All allies of one opponent are reduced by two points for the remainder of this round, to a minimum of 1. Bury this card at the end of the round.		
Claustrophobia	Phobia	C
Target investigator loses one Sanity point if he is currently at an Inside location and at the beginning of each turn that he is inside.		
Dawn of a New Day	Day	C
+1 Sanity. Bury any Day or Night event in play. Bury this card if any Day or Night event is played.		
Demophopbia	Phobia	C
Target investigator loses one Sanity point each time he plays an ally card, by whatever means.		
Dendrophobia	Phobia	R
Target investigator loses one Sanity point if he is currently at a Forest location and at beginning of each turn that he is in a Forest location.		
Direct Sunlight	Day	U
It is now Day. Bury any Day or Night event in play. Bury this card if any Day or Night event is played.		
Discover Secret Cache	—	U
Immediately play an Artifact or a Tome card regardless of current location's attributes. You or your allies still know the proper languages if neeeded. Then, bury this card.		
Drought	—	U
No location bears the Water symbol while this card is in play. Bury any Storm Event in play. Bury this card if any Storm Event is played.		
Earthquake	—	U
-1 Sanity. Take the top card of your opponent's story deck and bury it. Repeat until a location is revealed. Ignore Sanity gain/loss; may use Gate. Then, bury this card.		

Name / Description	Type	Rarity
Eclipse of the Sun	Day	R
Bury any Day or Night event in play. Bury this card if any Day or Night event is played.		
Eosophobia	Phobia	C
Target Investigator loses one Sanity point if it is Day and each time a Day event is played.		
Flee to Special Room	—	C
Cancel the effects of a card played since your last turn that would otherwise cause you to bury or discard an ally or alies. Then, bury this card.		
Full Moon	Night	U
Bury any Day event or any other Night event in play. Bury this card if any Day or Night event is played.		
Harney Reginald Opens Fire	—	C
Bury opponent's ally of up to two points. Then, bury this card.		
Hound of the Tindalos	—	U
-1 Sanity. Can only be used against allies who are Inside. Bury any ally of your opponent, then bury this card.		
Hurricane	Storm	U
Bury travel by air or sea cards on top of any story deck (return to former location). Ignore Sanity loss/gain; no Gate use. Every location now bears the Water attribute. Bury this card if any Day or Night event is played.		
Hydrophobia	Phobia	U
Target Investigator loses one Sanity point if he is currently in a Water location and at the beginning of each turn that he is in a Water location.		
Iatrophobia	Phobia	R
Target investigator loses one Sanity point at the beginning of each turn that a Sanitarium is the top card of his story deck. This phobia may not be removed in a Sanitarium.		
In the Nick of Time	—	U
Play this card and the pass by a player on an earlier turn is voided - no passes have been announced for the current round, You may immediately play a second card.		
Influenza	Epidemic	C
-1 Sanity. Randomly choose one ally that opponent must bury. Each other player's investigator also in the same region must also randomly bury one ally. Then, bury this card.		
Innsmouth Look, The	—	R
Move opponent's ally to this or her Threat, face down. Ally functions as a Lesser Independent monster for the remainder of this round. Bury that ally after combat is concluded. Bury this card once the ally has been moved.		
Instability in the Mythos	—	C
If the target Threat contains more than three cards, randomly discard three. Then, bury this card.		
Instability in the Mythos	—	C
If the target Threat contains more than three cards, randoly choose two cards and add them to your Threat as if you summoned them (place crosswise). Bury them in your opponent's story deck at the end of combat, Then, bury this card.		
Monophobia	Phobia	C
Target investigator loses one Sanity point each time he loses an ally.		
New Moon	Day	U
No effect on Day events, but if none are in play then it is Day. Bury Night events. Bury this card if any Day or Night event is played.		
Obsessive/Compulsive	Phobia	R
Target opponent loses one Sanity point at the beginning of each round and must reshuffle his Mythos deck and all discards.		
Police Investigation	—	C
At the beginning of the next round, the local police confiscate four cards from opponent's hand. Opponent draws four cards fewer than usual. Bury this card at the end of the round.		
Powerful Storms	Storm	C
Bury travel by air cards on top of any story deck (return to former location). Ignore Sanity lss/gain; no Gate use. Bury this card if any Day or Night event is played.		
Rhabdophobia	Phobia	U
Target investigator loses one Sanity point any time someone plays a card that begins a new Threat (not that is added to an existing Threat.)		
Scotophobia	Phobia	C
Target investigator loses one Sanity point if it is Night, and each time a Night event is played.		
Thieves in Your Attic	—	C
Randomly select one Artifact card (not a Tome) that your opponent must bury. Then, bury this card.		
Townsfolk Riot	—	U
Your opponent's foul deeds are exposed. Even if already walking, opponent must play a travel event or a new location next turn or suffer an attack worth five points. Allies may defend. Then, bury this card.		
Train	Travel by land	C
On a following turn, play a new location in the same region, right-side up on top of your story deck. Or, remain on the Train for a turn to play any ally card that could be played in this region (only one Ally per Train card played).		
Triskaidekaphobia	Phobia	R
Target investigator loses one Sanity point at the beginning of each turn that cards in his hand number 13.		
Typhoid	Epidemic	U
Randomly choose and bury half of your opponent's allies. Any other players whose investigators are in the same city as target are similarly affected.		
Waning Moon	Night	C
Bury any Day or Night event in play. Bury this card if any Day or Night event is played.		
Waxing Moon	Night	C
Bury any Day or Night event in play. Bury this card if any Day or Night event is played.		
Yithian Mental Contact	—	U
-1 Sanity. Your opponent changes his or her mind and buries the card(s) that were just played or whose orientations were altered, except Adventure cards. Ignore any effects that those card(s) might otherwise have had.		

INVESTIGATORS

Name / Description	Education	BS	MS	Rarity
Adventurous Dilettante	16	12	20	C
Knows English & French. Hand is 13 cards. Minimum 7, Maximum 7. As your turn one time during a Round, you may discard up to two cards and replace them with new cards drawn from your Mythos deck.				
Brilliant Egyptian Archaeologist	19	12	20	C
Knows Arabic & Greek. Your hand is 13 cards. Minimum 5, Maximum 6.				
Capable Graduate Student	15	14	20	C
Knows English. Your hand is 13 cards. Minimum 3, Maximum 5.				
Cleric of Fading Faith	14	12	20	C
Knows English & Latin. Your hand is 13 cards. Minimum 5, Maximum 5. As your turn one time during a Round, you may discard one card and replace it with a new card drawn from your Mythos deck.				
Controversial French Mystic	6	13	20	C
Knows French. Your hand is 13 cards. Minimum 3, Maximum 4.				

Aldebaran Moves in the Sky: One thing that's striking about *Mythos* is how certain cards can add abilities to many other cards, like Jewelry of the Deep Ones does in the basic set, and Aldebaran Moves in the Sky does in the *Cthulhu Rising* set. Don't be afraid to build decks around these cards. While *Mythos* makes it easy for anyone to get rid of certain cards (and your opponent will be eyeing these babies, let me tell you), once you get a good combo out, you move fast.

Name / Description	Education	BS	MS	Rarity
Earnest Reporter for the Arkham Advertiser	11	15	20	C
Knows English. Your hand is 13 cards. Minimum 4, Maximum 5.				
Exuberant Boston Flapper	10	15	20	C
Knows English. Your hand is 13 cards. Minimum 2, Maximum 3.				
Grizzled Boston Detective	13	15	20	C
Knows English. Your hand is 13 cards. Minimum 4, Maximum 6.				
Hardened Chicago Gangster	5	15	20	C
Knows English. Your hand is 13 cards. Minimum 5, Maximum 6.				
Haunted French Sculptor	9	14	20	C
Knows French. Your hand is 13 cards. Minimum 4, Maximum 5.				
Inquisitive Chinese Intellectual	18	15	20	C
Knows Chinese. Your hand is 13 cards. Minimum 4, Maximum 5.				
Mad German Inventor	17	14	20	C
Knows German. Your hand is 13 cards. Minimum 3, Maximum 5.				
Morose Veteran of the Great War	7	16	20	C
Knows English. Your hand is 13 cards. Minimum 5, Maximum 7.				
Pragmatic Hobo	4	16	20	C
Knows No Language. Your hand is seven cards. No Minimum or Maximum (keep any number). At the beginning of each turn, draw ("beg") one card from your Mythos deck. You may not pass (to try and end the Round). You must play or you must discard one card.				
Proud Prussian Submariner	8	15	20	C
Knows German. Your hand is 13 cards. Minimum 4, Maximum 5.				
Respected New England Doctor	20	13	20	C
Knows English & German. Your hand is 13 cards. Minimum 6, Maximum 6. As your turn one time during a Round, you may discard one card and replace it with a new card drawn from your Mythos deck.				
Staid University Professor	21	13	20	C
Knows English & Latin. Your hand is 13 cards. Minimum 6, Maximum 6. As your turn one time during a Round, you may discard one card and replace it with a new card drawn from your Mythos deck.				
Unfortunate Nephew, The	12	14	20	C
Knows English. Your hand is 13 cards. Minimum 4, Maximum 4. As your turn one time during a Round, you may discard one card and replace it with a new card drawn from your Mythos deck.				

LOCATIONS

Name / Description	Location	Special	Sanity	Rarity
Ammi Pierce's Tottering Cottage	Mis	—	—	C
Country, House, Artifact.				
Arkham Advertiser, The	Ark	—	—	C
City, Press. All Reporters add 1 point to their card value when this card is your current location on your story deck.				
Arkham Historical Society	Ark	—	+1	C
City, Society, Museum, Tome.				
Arkham Rare Brooks and Maps	Ark	—	—	R
City, Business, Tome.				
Arkham Sanitorium	Ark	—	+6	U
City, Sanitorium. Reveal the top card of your Mythos Deck. If it is a Monster, it attacks immediately. Allies may defend you, then Discard it. Discard any other card drawn. You may remain here for one turn and bury one Phobia.				
Assembly Hall	Inn	—	—	C
City, State, Artifact.				
Asylum For the Deranged	Gre	Gate	+6	U
Country, Sanitorium. Reveal the top card of your Mythos Deck. If it is a Monster, it attacks you immediately. Allies may defend you, then discard it. Discard any other card drawn. You may remain here for one turn and bury one Phobia.				
Aylesbury	Mis	—	+1	C
Country, Village.				
Bolton	Mis	Gate	+1	C
Country, Village, Tome.				
Brown University, John Hay Library	Pro	—	+1	C
City, Library , Tome. All Professors and Students add one point to their card value when this card is your current location.				
Chapman Farmhouse	Ark	—	—	R
City, House, Tome.				
Christchurch Cemetery (Arkham)	Ark	—	+1	R
City. Remain here for a turn and bury one Phobia.				
Christchurch Cemetery (Innsmouth)	Inn	—	—	R
City, Church. You may remain here for one turn and bury one Phobia.				
Church of Starry Wisdom	Pro	Gate	-1	U
City, Church, Tome. May use this Gate more than once when Aldebaran or another star is in play, but must pay this card's Sanity cost for each subsequent Gate use. You may remain here for one turn and bury one Phobia.				
Connanicut Island Private Hospitol	Con	—	+5	C
Country, Sanitorium. Gain five Sanity points now, hbut you must spend next turn in therapy (playing no cards and not passing). You may remain here for one turn and bury one phobia.				
Crowninshield House	Ark	Gate	—	C
City, House, Tome.				
Esoteric Order of Dagon	Inn	Gate	-1	R
City, Society, Tome. May use this Gate more than once when any Storm is in play, but must pay this card's Sanity cost for each subsequent Gate use. You may remain here one turn and bury one Phobia.				
Faith Baptist Church	Inn	—	—	C
City, Church. You may remain here for one turn and bury one Phobia.				
First Baptist Church	Pro	—	+1	C
City, Church. You may remain here for one turn and bury one Phobia.				
Golden Eye Society	Ark	Gate	—	U
City, Society, Artifact.				
Hangman's Hall	Ark	Gate	—	R
City, Site.				
Home of Laban Shrewsbury	Ark	—	—	R
City, House, Artifact.				
House on Olney Court, The	Pro	Gate	-1	R
City, House, Tome, Artifact.				
Innsmouth Courier	Inn	—	—	C
City, Press. All Reporters add one point to their value when this card is your current location on your story deck.				
Lonely House in the Woods, The	Mis	—	—	R
Country, House, Tome.				
Lowell Street Cafe, The	Ark	—	—	C
City, Business. You may remain here for one turn and bury one Phobia.				
Marsh Refining Co.	Inn	Gate	—	U
City, Business, Tome. All Marshes add one to their card value when this card is your current location.				
Marsh Mansion, The	Inn	Gate	—	R
City, House, Tome. All Marshes add one point to their value when this card is your current location.				

Ark Arkham
Ave Aventgne
Bos Boston
BS Beginning Sanity
Cat Catskill Mountains
Cen Cawdron
Con Connecticut
Cth Cthulhu
Dun Dunwich
Dea Death
Den Dennison
Eld Elder Sign
Exh Exhibit
Exo Exotic
Eye Eye
Fol Folk
Gl Great Race
GOO Great Old One
Gre Greenwood
GS Golden Sea
Inn Innsmouth
LD Living Dead
Lt Living Ship
Lon London
Ma Magick Scroll
Mis Miskatonic Valley
MS Maximum Sanity
OG Other God
Par Paris
Pro Providence
Ran Ranger
Sal Salisbury
Sco Scotland
Sou South Pacific
Tur Tome
Vie Vienna
Wat Water
Yel Yellow Sign

players guide

Name / Description	Type	Location	Sanity	Rarity
Martense Mansion	Cat	Gate	-1	R
Country, House, Tome, Artifact. All Martense family members (including Martense Kin) add one point to their value when this is your current location.				
Massachusetts State Hospital	Dan	—	+4	U
Country, Sanitarium, Tome. Gain four Sanity points, but reveal the top card of your Mythos deck. Apply any Sanity gain or loss indicated on the card, then discard it. You may remain here for one turn and bury one Phobia.				
Nahum Gardner Place	Mis	Gate	—	U
Country, House, Artifact.				
North Burial Ground	Pro	Gate	—	C
Country.				
Old Arkham Cemetery	Ark	Gate	—	C
City.				
197 E. Pickman St.	Ark	Gate	-1	C
City, House, Artifact. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent gate use.				
Peck Valley Cemetery	Mis	Gate	—	R
Country.				
Potter's Field	Ark	Gate	—	C
City.				
Robert Blake's Study	Pro	Gate	—	C
City, House, Artifact.				
Sefton Asylum	Mis	—	+5	U
Country, Sanitarium, Tome. Set aside this card and shuffle your story deck. Randomly discard one card, then replace this card. You may remain here for one turn and bury one Phobia.				
Shunned House, The	Pro	Gate	—	R
City, House, Artifact.				
South Woods Memorial Cemetery	Inn	—	—	C
City.				
St. John's Churchyard	Pro	—	—	R
City, Church.				
Tempest Mountain	Cat	Gate	—	C
Country, Site.				
Thurston's Tavern	Pro	—	—	C
City, Business. You may remain here for one turn and bury one Phobia.				
Unnamable House, The	Ark	Gate	—	U
City, House.				
Waite House, The	Inn	Gate	-1	C
City, House, Tome, Artifact. All Waites add one point to their value when this card is your current location.				
Ward Mansion	Pro	—	—	U
City, House, Tome.				

+5
KNEE-DEEP IN DOOM
ADVENTURE
197 E. PICKMAN ST.
City, House, Artifact
LOCATION
May use this Gate more than once, and must pay this card's Sanity cost for each subsequent Gate use.
KNEE-DEEP IN DOOM
197 E. PICKMAN ST.

Knee-Deep in Doom and 197 E. Pickman St.: If you're playing the basic game, where winning only one adventure ends the game, then you must have these two cards in your deck (well, plus a nice selection of powerful monsters of your choosing, preferably who join). All you do is wait for a time when you're significantly above your opponent in sanity, show up at 197 E. Pickman, and start spitting out monsters until you ain't got no more. Sure, it costs you a sanity for each one, but all of them are bound to knock your opponent down also. When you whip out Knee-Deep in Doom, ring the bell and say 'I won.'

MONSTERS

Name / Description	Type	Value	Sanity	Rarity
Colour Out of Space	GI	6/4	-2	C
Dicde if this entity is Visiblle (6 value) or Invisible (4 value) at the moment of revealing. Half strength in direct sunlight.				
Deep One	LS	1	—	C
Add one point to the value of this card if your opponent is in a Water location. Add one point if your investigator has Jewelry of the Deep Ones. Joins Father Dagon, Mother Hydra, Deep Ones and Shoggoths.				
Elder Things	LI	2	—	R
Add two points to the value of this card of your opponent is in a Water Location. Elder Things bypass combat with all monsters in your opponent's Threat except Shoggoths, and are never buried in your story deck. Discard after combat. Joins Elder Things.				
Father Dagon	GS	4	-1	U
Add one point to the value of this card if your investigator has Jewelry of the Deep Ones. Joins Mother Hydra, Deep Ones and Shoggoths.				
Fire Vampires	LS	3	-1	C
Invisible during the day. Add one point to this card's value if your opponent is in a Forest location. Joins Fire Vampires.				
Flying Polyp	GI	5	-2	R
Add one point to value of this card if Invisible monsters are in opposing Threat. Bury this card if revealed when Direct Sunlight is in play.				
Formless Spawn	LS	1	—	C
Increase this card's value by one point for each other Formless Spawn in play in the same Threat at the time that Combat is resolved. Joins other Formless Spawn.				
Ghasts	LI	3	-1	C
Bury this card if DIrect Sunlight is in play at the moment that it is revealed. Joins Ghasts.				
Ghatanathoa	GOO	Eld	—	U
Outside/Country/Gate Location, Drought. Each investigator flips face-down one random ally at the beginning of each turn. No investigator may gain Sanity.				
Ghoul	LI	2	—	C
Add one point to the value of this card if your opponent is in a cemetery. Joins other Ghouls.				
Giant Albino Penguins	LI	0	?	C
At the time of playing this card choose the Sanity point loss, from 0 to -2 points. Joins with any other Monster card.				
Gnoph Keh	GI	5	-2	R
Randomly choose and bury one defending ally when Threat is revealed.				
Goody Fowler's Ghost	LD	3	-1	C
Invisible. Goody Fowler also Bypasses combat with your opponent's Threat. Joins other Living Dead.				
Ithaqua	GOO	Eld	—	C
Storm, Waning Moon. Lose one Sanity point each time you play a Travel card or when you alter a Location card's orientation. No investigator may gain Sanity.				
Martense Kin	LI	2	—	C
Add two points to the value of this card if your investigator is in any Catskills Location or if any Night card's in play. Joins other Martense Kin.				
Mi-Go	LI	2	—	C
Each Mi-Go surviving to affect your opponent's allies or investigator also steals one chosen artifact. Your opponent must bury the card in his or her story deck. Joins Mi-Go.				
Mother Hydra	GS	3	-1	U
Add one to the value of this card if your investigator has the Jewelry of the Deep Ones. Joins Father Dagon, Deep Ones and Shoggoths.				
Nightgaunts	LS	3	-1	C
Each Nightguard surviving to affect your opponent's allies or investigator also carries off one random defending ally. Discard such allies. Joins other Nightgaunts.				
Nyarlathotep	OG	Eld	—	R
Outside/Gate Location, New Moon. Spells no longer cost Sanity points to cast while this card is in play. No investigator may gain Sanity.				
Pack of Rat Things	LS	2	—	C
Add one point to the value of this card if your opponent is in any Inside location. Joins other Rat Things.				
Rhan Tegoth	GOO	Eld	—	C
Forest/Cemetery Location, Waxing Moon. No allies are buried or discarded while this card is in play. Instead, they become Living Dead. No investigator may gain Sanity.				
Serpent People	LI	3	-1	C
Joins with other Serpent People, and with weapons.				
Shantaks	LI	4	-1	C
Card value is two if Nightguards are part of opponent's Threat. If controlled, use Shantak as a Travel Card (Air or Water) to any location uncluding Space, except Underground.				
Shoggoth	LS	6	-2	U
Add two points to the value of this card if your opponent's Threat includes Elder Things. Joins Deep Ones, Father Dagon & Mother Hydra.				
Skeletons	LD	1	—	C
Skeletons bypass combat with all cards in your opponent's Threat. Add one point to their value at Night, or if either you or your opponent is in a cemetery. Joins other Living Dead.				
Vampire	LD	3	-1	U
Invisible. Add one to the value of this card at Night. Discard this card if Direct Sunlight is in play when it is revealed. Joins other Living Dead.				
Zombies	LD	1	—	C
Bury if revealed when Dawn of a New Day is in play. Add one to the value of this card at Night, or if either your or opponent is in a cemetery. Instead of burying it, begin the next round with one Zombie card in your Threat if any allies were lost in combat. Joins other Living Dead.				

SPELLS

Name / Description	Type	Sanity	Rarity
Barrier of Naach-Tith	Wat	-1	C
Reduce the value of Lesser or Greater Independent monsters in target Threat by two points per card.			
Black Binding	Fol	-1	U
Target ally must participate in any combat this round.			
Chant of Thoth	Fol	-1	U
Immediately discard up to four cards and replace them8 with an7 equal number of new cards frawn from your Mythos deck.			
Circles of Thaol	Wat	-1	C
Summon or control a Lesser Independent monster. If used while the Star Stone of Mnar is in play, you may summon or control a Greater Independent as well.			
Cloud Memory	Cth	-1	C
Bury all Phobias affective your investigator.			
Curse of the Rat-Thing	Fol	-1	C
Your opponent's investigator is now also affected by all Phobias he or she has put in play, for the remainder of the round.			
Hands of Colubra	Fol	-1	C
Increase value of one ally by two points for remainder of this round.			
Keenness of Two Alike	Fol	-1	R
Cast this spell upon an ally in your hand. Ally may immediately be played, even during combat, but you must be legally able to play that ally card in your current region.			
Nyhargo Dirge	Wat	-1	C
Bury one Living Dead monster or ally in opponent's Threat.			
Pipes of Madness	Fol	-1	U
During the day, bury opponent's one point ally. At night bury opponent's ally of up to two points. During the Full Moon, bury opponent's ally of up to three points.			
Shrivelling	Wat	-2	C
Target ally weaknes and loses two points of value to a one point minimum, until the end of combat. Bury any atifact held by that ally.			
Sign of Eibon	Fol	-2	C
Bury one random monster card from one player's threat.			
Sign of Kish	Wat	-1	U
Reduce the attack of each Lesser Servitor in allThreats attacking your investigator by two points.			
Voorish Sign	Fol	-1	R
After casting, you may immediately transfer one or more spells from one Tome to another, and from or to any allies who can know a spell. Spell icons must match. Spells can't be transferred from or to your hand.			
Wave of Oblivion	Wat	-2	R
Take the top card of your opponent's story deck and discard it. If card revealed is not a location, bury it. Repeat until a location card is revealed. Ignore Sanity gain/loss; mau use Gate.			
Wrack	Fol	-1	C
Flip one ally card face down.			

TOMES

Name / Description	Value	Sanity	Rarity
Book of Dzyan (English)	1	—	C
English. Water. Can also find one Yellow Sigil Sign spell in this tome if Aldebaran Moves in the Sky is in play.			
Call of Cthulhu	1	—	C
English. Folk. As your turn and while a Waning Moon is in play, discard this card and exchange your investigator card for another. The education value on new card may not be the same as that of another investigator already in play. Current Sanity points don't change.			
Cthaat Aquadingen	3	-2	R
German. Water. While this Tome is in play, increase the total value of your Threat by one point if Deep Ones, Father Dagon, or Mother Hydra are part of your Threat.			
Cultes des Goules	2	-2	C
French. Folk, Death.			
King in Yellow (English)	1	—	C
English. Folk.			

Name Description	Type	Sanity	Rarity
King in Yellow (French) French. Water, Yellow Sign.	2	-2	R
Nameless Cults, Bridewell Ed. English. Folk.	2	-1	C
Necronomicon, Dee Edition English. Eye, Cthulhu.	1	-1	C
Ponape Scripture, Hoag MS. English. Water, Folk.	1	-1	C
Seven Cryptical Books of H'san English. Yellow Sign, Folk.	1	-1	U
Unaussprechlichen Kulten German. Folk, Death. While this tome is in play and if your Threat includes Living Dead, increase the value of your Threat by one.	3	-2	C

MYTHOS: EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION

CHAOSIUM–1996

Full Set (67 cards)

ADVENTURES

Name Description	Value	Sanity	Rarity
A Day in the Life of a Student Three Miskatonic University Locations, Spell, Monster, Country Site, Ally (opposite sex)	+8	+2	C
Auction, The Two City Locations in Lovecraft County, Auction House, Thieves in the Attic, Police Investigation, Artifact or Tome that costs you two Sanity points.	+9	+3	U
Dunwich Horror, The Dunwich University, Travel by Land, Three Dunwich Locations, Henry Armitage, One other Professor, Sentinel Hill, Lavinia Whateley, Wilbur Whateley, Son of Yog-Sothoth, Full Moon, Necronomicon, Voola Ritual, Miskatonic Unversity Location.	+15	+5	R
Expedition, The Miskatonic University, Two Allies, Travel By Sea, Storm, Unexpected Calamity, Amnesia, Site, Tome, Three Monsters.	+11	+3	U
Lost in the Catacombs Catacombs of Rome, Catacombs Beneath Paris, Skeleton, Zombie, Mummy, Church, Vampire, Dawn of a New Day.	+6	+2	C
Secret of Power and Glory is Yours!, The Five Gate Locations, Tome with Eye icon, Ally that costs you Sanity.	+9	+3	U
Unspeakable Oath, The Marsh Ally, Tome, Three Weapons, Phobia, Catastrophic Failure, Children Have Nightmares.	+6	+2	R

ALLIES

Name Description	Location	Value	Rarity
Arthur Jermyn +1 Sanity. Steadfast Scholar & Artist. Knows English.	Any	2	C
Captain Edward Norrys Steadfast Soldier. Knows English. As long as he is chosen as a defending ally, he raises the card value of all other Steadfast defending Allies by one point per card.	Any	3	C
Captain Karl Heinrich Steadfast Soldier. Knows German. As long as he is chosen as a defending ally, he raises the card value of all other Steadfast defending allies by one point per card.	Any	3	C
Dennys Barry Steadfast Gentleman. Knows English. If you are using a female investigator, Dennys must be chosen as a defending ally in combat, and add two points to the value of this card.	Any	2	C
Dr. Allen Halsey Steadfast Scholar & Doctor. Knows English & Latin. THis doctor and one ally of your choice are exluded when determining the results of an epidemic.	Ark	2	U
Erich Zann +1 Sanity. Steadfast Musician. Knows German & French. While this card is in play, subtract one from the minimum number of cards that you may keep in your hand. Not cumulative with other allies that lower your minimum.	Par	1	R
Eusapia Paladino Steadfast Spiritualist. Knows Latin & Atlantean. As a turn, bury this card to keep one Great Old One or Outer God in play for one additional round. Eusapia and one ally of your choice are excluded when determining the results of an epidemic.	Any	1	R
Henry Armitage Steadfast Professor. Knows English, Latin, Greek, French & German.	Ark	1	U
Herbert West Corrupt Student. Knows English. When played, choose any ally buried in your story deck and slip it beneath this card. Add their card values, and both function as one ally card.	Ark	1	C
Lavinia Whateley Corrupt Mother. Knows no languages. While this card is in play, add one to the maximum number of cards that you may keep in your hand.	Dun	1	C
Lord Edward Dunsany Steadfast Author. Knows English & Atlantean.	Lon	2	R
Madame Blavatsky Steadfast Occultist. Knows English. Discuss philosophy with her in any European Location for one turn, and bury one Phobia.	Any	1	R
Nathaniel Wingatge Peaslee Steadfast Professor. Knows English, Glyphs & Atlantean.	Ark	1	C
Old Man Whateley Corrupt Cultist. Knows English & Latin. Can know any one spell. As long as he is chosen as a defending ally, he raises the card value of all other defending Wahteleys by one point per card.	Dun	2	R
Professor Wingate Peaslee Steadfast Professor. Knows English, Chinese & Latin.	Ark	2	R
Wilbur Whateley Corrupt Cultist. Knows English. Use Wilbur to steal a Tome (cause it to be buried) from your opponent, then bury Wilbur.	Dun	3	U
Zachariah Whateley Steadfast Farmer. Knows no languages. While this card is in play, add one to the maximum number of cards that you may keep in your hand.	Dun	2	C

EVENTS

Name Description	Type	Rarity
Closed-Cockpit Monoplane Immediately play a new Location in a different region, right-side up on top of your story deck, May not play a location within the same region.	Travel by air	U
Dirigible +1 Sanity. On a following turn, play any new location card either in sane reguib or in a new region, right-side up on top of your story deck.	Travel by air	C
Mauretania On a following turn, play a new location card featuring the Water icon in a different region, right-side up on top of your story deck. May not play a new location in the same region.	Travel by sea	U
Titanic On a following turn, play a new location card featuring the Water attribute in a different region, right-side up on top of your story deck. May not play a new location in the same region. Remain at sea for one turn and bury one Phobia card.	Travel by sea	R
Typhoon Bury Travel by Sea cards currently on top of any story deck, returning to former location. Ignore Sanity loss/gain, no Gate use. Bury this card if any Day or Night event is played.	Storm	C

LOCATIONS

Name Description	Location	Special	Sanity	Rarity
Auction House, The City, Business, Tome, Artifact.	Vie	—	—	C
Bibliotheque Nationale City, Library, Tome.	Par	—	—	C
Bishop's Brook Bridge Country, Site.	Dun	Gate	+1	C
British Museum City, Museum, Tome, Artifact. Either your Investigator or an Ally must be a Professor, Student, or Shoclar to play a Tome or Artifact while this is your current location.	Lon	—	+1	C
Catacombs Beneath Paris, The City, Underground, Artifact. Rather than playing a monster card from your hand, you may instead use this Gate to summon a Living Dead Monster or ally from your story deck to your Threat.	Par	Gate	—	U
Catacombs of Rome Artifact, Underground, City. Rather than playing a monster card from your hand, you may instead use this Gate to summon a Living Dead monster or ally from your story deck to your Threat.	Rom	Gate	—	C
Chateau des Eausses Flames City, House, Artifact.	Ave	Gate	—	R
Cold Spring Glen Country, Site	Dun	Gate	—	U
Congregational Church Country, Church.	Dun	Gate	—	R
Devil's Hopyard Country, Site.	Dun	Gate	—	U
Exham Priory Country, House, Tome, Artifact.	Exh	—	—	C
Highland Loch, The Country, Site, Artifact.	Sco	Gate	—	C
Huntingdon Asylum For Lunatics Country, Sanitarium. Gain five Sanity points, but you must spend the next turn in therapy (playing no cards and not passing). You may remain here for one further turn and bury one Phobia.	Hun	—	+5	U
Il Mondo Occulto City, Press, Tome. All Reporters add one point to their value when this card is your current location.	Tur	—	—	R
Jermyn House Country, House, Tome, Artifact.	Hun	Gate	-1	R
Knight's Head Inn Business, Country. You may remain here for one turn and bury one phobia.	Hun	Gate	—	C
La Mole Antonelliana City, State, Artifact. You may use this Gate more than once, but you must bury one Spiritualist, Occultist, Musician, or Artist ally for each additional use.	Tur	Gate	—	C
Miskatonic University, Medical School City, University. All Professors and Students add one point to their card value when this card is your current location on your story deck.	Ark	Gate	—	U
Miskatonic University, Memorial Hall City, University. All Professors and Students add one point to their card value when this card is your current location.	Ark	—	+1	C
Miskatonic University, Orne Library City, University, Tome, Library. All Professors and Students add one point to their card value when this card is your current location on your story deck.	Ark	—	—	C
Miskatonic University, Science Annex City, University, Artifact. All Professors and Students add one point to their card value when this card is your current location.	Ark	—	—	R
Necropolis, The Country, Site, Tome, Underground. Rather than playing a monster card from your hand, you may instead use this Gate to ressurrect a Living Dead Monster or ally from your story deck to your Threat.	Cer	—	—	R
Office of Dr. Freud, The City, Sanitarium, Tome. Each opponent reveals the top card of their Mythos deck. If it is a Phobia, apply to your immediately, Otherwise, discard it. You may not bury phobias here.	Vie	—	+4	U
Old Mill Ruins Country, Site, Artifact.	Dun	Gate	—	C
Osborne's General Store Country, Business, Artifact.	Dun	—	+1	C
Remote Whateley Farmhouse Country, House, Tome. All Whateley's add one point to their card value when this card is your current location.	Dun	Gate	-1	C
Sentinel Hill Country, Site.	Dun	Gate	-1	U
Seth Bishop Ruins Country, Site, Artifact.	Dun	Gate	—	R
Stonehenge Country, Site. You may use this Gate more than once when Aldebaran Moves in the Sky or another Star is in play.	Sal	Gate	—	C

MONSTER

Name Description	Type	Value	Sanity	Rarity
Son of Yog-Sothoth Invisible. Will always bypass Whateleys. Add two points to the value of this card when attacking an investigator in Dunwich.	GI	4	-2	U

SPELLS

Name Description	Type	Sanity	Rarity
Angles of Tagh Clatur Summon or control a Lesser Servitor.	Eye	-1	C
Dominate Use target ally's languages or card benefits one time, then flip ally card.	Cth	-2	C

TOMES

Name Description	Value	Sanity	Rarity
De Vermis Mysteries Latin. Water, Eye, Folk.	3	-2	R
Eltdown Shards, Winters-Hall Ed. English. Eye.	1	—	C
Liber Ivonis Latin. Water, Death.	3	-2	C
Nameless Cults, Golden Goblin Ed. English. Eye.	1	—	C
Necronomicon (Greek) Greek. Yellow Sign, Cthulhu.	2	-2	C
Necronomicon (Latin) Latin. Death, Eye, Cthulhu.	3	-3	U

Ark Arkham
Ave Averoigne
Bos Boston
BS Beginning Sanity
Cat Catskill Mountains
Cer Cerveteri
Con Conganicut
Cth Cthulhu
Dan Danvers
Dea Death
Dun Dunwich
Eld Elder Sign
Exh Exham
Exo Exotic
Eye Eye
Fol Folk
GI Greater Independence
GOO Great Old One
Gre Greenwood
GS Greater Servitor
Hun Huntingdon
Inn Innsmouth
LD Living Dead
LI Lesser Independence
Lon London
LS Lesser Servitor
Mis Miskatonic Valley
MS Maximum Sanity
OG Outer God
Par Paris
Pro Providence
Rom Rome
Sal Salisbury
Sco Scotland
Sou South Pacific
Tur Turin
Vie Vienna
Wat Water
Yel Yellow Sign

players guide

Cthulhu Rising

MYTHOS: CTHULHU RISING EXPANSION

CHAOSIUM–1996

Full Set (67 cards)

ADVENTURES

Name	Value	Sanity	Rarity
Assault on Y'ha-Nthlei	12	+4	R
Stand Against the Order. Ponape Scripture, R'Lyeh Text, or Cthaat Aquadingen. Steadfast Soldier, U-Boat, Y'ha-Nthlei, two Deep Ones, Shoggoth, Father Dagon or Mother Hydra, Diving Suit, Sphere of Nath.			
Cruise, The	5	+2	U
City/Water location, Travel by Sea, South Pacific location, Steadfast Chief, Travel by Sea, City, Storm.			
One of the Circle	7	+2	U
Edgar Allen Poe, Lord Dunsany, H.P. Lovecraft, Robert W. Chambers, Arthur Machen, Tome.			
Royal Geographic Society, The	7	+2	U
Catacomb in Europe, Tomb in Middle East, four allies (Author, Artist, Scholar, Professor, Inventor, or Explorer), Artfact or Tome costing at least one Sanity point.			
Strange Case of Charles Fort, The	11	+4	R
Professor or Inventor, Aldebaran Moves in the Sky, Full Moon, Eclipse, Earthquake, Storm, Drought, Two locations in two different regions.			
Temple, The	7	+2	U
Travel Underwater, Water location, Lost Temple of Atlantis, Disk of the Hyades, Tome, Water location.			

ALLIES

Name	Location	Value	Rarity
Arthur Machen	Any	1	C
Steadfast Author. Knows English and Hyperborean. While this card is in play, subtract one from the minimum number of cards that you may keep in hand. Not cumulative with other allies that lower minimum.			
Edgar Allen Poe	Pro	2	C
Steadfast Author. Knows English & Atlantean.			
George Gammell Angell	Pro	1	C
Steadfast Professor. Knows English & Glyphs.			
Robert W. Chambers	Any	1	C
Steadfast Author & Artist. Knows English & French.			
Wakalea	Sou	2	C
Steadfast Chief. Knows Hyporbean & Glyphs. Bury this card to either keep a Great Old One or Outer God in play for an additional round, or to bury a Great Old One or Outer God in play.			
William Channing Webb	Any	2	C
Steadfast Professor. Knows English & Glyphs.			

ARTIFACTS

Name	Sanity	Rarity
Book of Dzyan, Atlantean	-3	U
Value 3. You know the languages of Chinese and Hyporbean while this card is in play.		
Disk of the Hyades	-2	C
While this card is in play, no Living Dead monsters may join.		
Diving Suit	—	C
Your investigator and all allies are able to breathe underwater while this card is in play.		
Orne Formula & Diagrams	-1	R
Increase the value of any one ally card by two points. If that ally is a Corrupt Cultist, increase spell capacity by one. If ally is Simon Orne, increase spell capacity by two.		
R'lyeh Disk, Left Fragment	-1	U
Increases the value of Star Spawn by one point.		
R'lyeh Disk, Right Fragment	-1	U
Increases the value of Star Spawn by one point.		
R'lyeh Disk, Top Fragment	-1	U
Increases the value of Star Spawn by one point.		
Space Mead	-1	U
Your investigator and all allies are protected while Space is an attribute of your current location.		

EVENTS

Name	Type	Rarity
Aldebaran Moves in the Sky	Star	C
If Aldebaran is in play, bury it and bury this card. When revealed, bury all other events (except Travel cards). While in play, only one Phobia can affect any investigator (randomly chosen).		
Astrophobia	Phobia	R
Target investigator loses one Sanity point whenever an event is played concerning a Star or Stars, and whenever it changes from Day to Night.		
Schizophrenia	Phobia	C
Target investigator loses one additional Sanity point each time he casts a spell.		
Seaplane	Travel by air	R
On a following turns, play any new location card featuring the Water attribute, in either the same or different region, right-side up on top of your story deck. May travel to locations (except Exotic) where air travel is normally forbidden.		
Tramp Steamer	Travel by sea	C
On a following turn play a new location card featuring the Water attribute in either the same region or a different region, right-side up on top of your story deck.		
U-Boat	Travel underwater	U
Play this card at a location featuring the Water attribute. On a following turn play a new location card featuring the Water attribute either in the same region, in a different region, or Underwater.		

LOCATIONS

Name	Location	Special	Sanity	Rarity
Bal Sagoth	Sou	Gate	-1	R
Island, Artifact. This island has no airstrips. You must use a travel by sea card to get to this location. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.				
Celeano	Exo	Gate	-2	U
Space, Site, Library, Tome. Beginning each turn, you must be able to survive in space or lose five points of Sanity. Celeano is not affected by events or spells that directly affect the top location card. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.				
Devil Reef	Inn	Gate	—	C
Country, Site. From this location you may walk to Y'ha-Nthlei.				
Easter Island	Sou	Gate	—	C
Island, Site, Artifacts. This island has no airstrips. You must use a Travel by sea card to get to this location.				
Harvard University, Houghton Library	Bos	—	+1	U
City, University, Press, Library, Tome. All Professors and Students add one point to their card value when this card is your current location.				
Lost Temple of Atlantis	Exo	Gate	-2	U
Underwater, Site, Tome. Beginning each turn, your investigator must be able to breathe underwater or lose five points of Sanity. The Lost Temple is not affected by events or spells that directly affect the top card of your deck. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.				
Otaheite	Sou	Gate	+1	C
Island, Site, Artifacts. This island has no airstrips. You must use a Travel by sea card to get to this location.				
Ponape	Sou	Gate	-1	C
Island, Site, Tome. This island has no airstrips. You must use a Travel by sea card to get to this location. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.				
R'lyeh	Exo	Gate	-2	U
Island, Tome. You can only play this card if your Investigator has all three pieces of the R'lyeh Disk. You must use a Travel by sea card to get to this location. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.				
Retoka	Sou	Gate	—	C
Island, Site, Tome. This island has no airships. You must use a Travel by sea card to get to this location.				
Y'ha-Nthlei	Exo	Gate	-2	R
Underwater, Site. Beginning each turn, you must be able to breathe underwater or lose five points of Sanity. Y'ha-Nthlei is not affected by events or spells that directly affect the top location card of your story deck. May use this Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.				

MONSTERS

Name	Type	Value	Sanity	Rarity
Abhoth	OG	Eld	—	U
Underground Location, Eclipse. Every location gains the Gate ability and each Gate can be used more than once (pay Sanity cost each time). No investigator may gain Sanity.				
Byakhee	LS	4	—	C
Value is six when Aldebaran Moves in the Sky is in play. Can only affect allies and an investigator at an outside location. If controlled, can be used as Travel by air. Can fly to Space locations.				
Cthulhu	GOO	Eld	—	U
Island, Waxing Moon. All Monster may join. No investigator may gain Sanity.				
Dimensional Shambler	LI	4	-1	C
Bypasses your opponent's Threat. Add one point to the value of this card if your investigator is in any time other than the present, or in any exotic location, during combat. Joins Dimensional Shamblers.				
Hastur	GOO	Eld	—	R
Outside/Country/Gate location, Aldebaran Moves in the Sky. It is always night; Bury any Day cards in play. Day cards may not be played. Treat all locations (including Exotic) as if they belong to the same region. No investigator may gain Sanity.				
Star Spawn of Cthulhu	GS	5	-2	C
Add one point to the value of this card for each portion of the R'lyeh Disk that your investigator has in play. Subtract one point from the value of this card for each Tome featuring the Cthulhu sign possessed by the opponent this Monster attacks.				

SPELLS

Name	Type	Sanity	Rarity
Become Spectral Hunter	Eye	-2	R
Treat target ally as if bearing an enchanted weapon, and Invisible, for the remainder of this round. Bury ally at the conclusion of combat.			
Body Warping of Gorgoroth	Yel	-1	R
Place target ally face-down in his or her investigator's threat. Ally now functions as a monster. Bury ally after combat.			
Call Power of Nyambe	Yel	-2	R
Choose allies to be affected. Tally value of cards chosen excluding weapons or other artifacts, and add that value to your investigator's Sanity points. Bury the chosen allies.			
Create Time Warp	Eye	-2	R
Move any location in your story deck to the top of the deck. Ignore Sanity gain/loss; may refuse Gate.			
Devolution	Yel	-2	C
Replace target Corrupt Ally with a monster card chosen from that investigator's story deck. That monster now functions as an ally.			
Dread Curse of Azeroth	Yel	-3	R
Bury target ally.			
Elder Sign	Eye	-2	C
Make this sign to cause a Great Old One or Outer God card to be buried. Bury this spell when used.			
Fly	Fol	-1	C
Travel to any location as if walking. May travel between regions. May not travel to exotic locations.			
Kiss of Dagon	Wat	-1	C
Your investigator and all allies are able to breathe underwater until the start of the next round.			
Mao Ceremony	Cth	-1	R
Use this spell to avoid the effects of all Great Old Ones or Outer Gods in play for the remainder of this round, including combat. You may gain Sanity.			
Mist of R'lyeh	Cth	-1	C
Target monster becomes invisibly for the remainder of this round.			
Powder of Ibn Ghazi	Eye	-1	C
Attacking Invisible monsters are now visible for the remainder of turn.			
Radiance of Alsophocus	Eye	-1	C
Eliminate the benefits of Night for all Threats for the remainder of this round and through combat.			
Sarnath Sigil	Cth	-1	C
Reduce attack of all Greater Servitors by three points per monster card.			
Song of Hastur	Yel	-2	R
Destroy knowledge! A random spell from chosen Tome or ally is buried. If cast while a Waning Moon is in play, choose any Tome (plus all spells) for your opponent to bury.			
Soul Singing	Dea	-1	C
Gain three Sanity points when cast during a Full Moon.			
Steal Life	Yel	-2	R
Transfer to your investigator's Sanity points the value of one opponent's ally, exluding the value of any artifacts or weapons. Flip that ally face-down.			
Thrity-Five Abominable Adulations	Yel	-1	R
Extend the time that a Great Old One or Outer God card remains in play by one full round.			
Voola Ritual	Cth	-2	C
Summon or control a Greater Servitor.			

TOMES

Name	Value	Sanity	Rarity
Book of Eibon, Atlantean	3	-3	C
Water, Death. Atlantean. Draw one additional card at the beginning of each round while this card is in play.			
Book of Eibon, Hyporbean	4	-4	U
Water, Death. Hyporbean. Draw one additional card at the beginning of each round while this card is in play.			
Eltdown Shards, Glyphs	2	-2	C
Folk, Eye. Glyphs. Yithian Mental Contact cannot be played against you while this card is in play.			
Ponape Scripture, Glyphs	3	-2	C
Water, Cthulhu, Folk. You may breathe underwater while this card is in play.			
R'lyeh Text	4	-3	C
Water, Death, Cthulhu. Atlantean. This Tome can serve as any one of the three pieces of the R'lyeh Disk (no effect on Star Spawn).			

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MIDDLE-EARTH: THE WIZARDS: THE DRAGONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)

CHARACTERS

Name	m	d	p/b	MP	Home Site	Rarity
Description						
Brand	6	2	4/9	2	Dale	U
Unique. Warrior/Diplomat Man. +2 direct influence against Men of Dale faction.						
Fram Framson	5	0	6/8	2	Framsburg	R
Unique. Warrior/Ranger Man. May not be one of the starting characters. May only be brought into play at his home site. +3 prowess against Dragon and drake attacks.						
Galdor	5	2	2/9	2	Grey Havens	U
Unique. Ranger/Diplomat Elf. +1 direct influence against Elves and Elf Factions.						
Ioreth	1	1	0/7	0	Minas Tirith	U
Unique. Sage Dunadan. Healing cards affect all characters in her company.						
Thrain II	9	2	7/8	3	None	R
Unique. Warrior/Ranger/Sage Dwarf. +3 direct influence against Dwarves and Dwarf factions.						

DRAGON HAZARDS

Name	Type	p/b	MP	Rarity
Description				
Agburanar Ahunt	Long-event	13/8	2	U
Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack–3 strikes at 13/8. If Doors of Night is in play, this attack also affects Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.				
Agburanar at Home	Permanent-event	16/9	4	R
Unique. Unless Agburanar Ahunt is i nplay, Caves of Ulund has an additional automatic-attack: Dragon–2 strikes at 16/9. In addition, one unique Dragon manifestation played against each company does not count against the hazard limit.				
Bairanax	Creature	14/7	3	R
Unique. May be played at Ovir Hollow. Dragon. Two strikes. Attacker chooses defending characters. If Doors of Night is in play, may also be played keyed to Withered Heath, Gundabad, Anduin Vales, and Grey Mountain Narrows.				
Bairanax Ahunt	Long-event	12/6	3	U
Unique. Any company moving in Withered Heath, Gundabad, Anduin Vales, and/or Grey Mountain Narrows immediately faces one Dragon attack–3 strikes at 12/6 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Northern Rhovanion, Iron Hills, Southern Rhovanion, and Angmar.				
Bairanax at Home	Permanent-event	15/7	3	R
Unique. Unless Bairanax Ahunt is in play, Ovir Hollow has an additional automatic-attack: Dragon–2 strikes at 15/7. In addition, the hazard limit against any company facing one or more animal hazard creature attacks in increased by one.				
Daelomin Ahunt	Long-event	11/7	4	U
Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack–4 strikes at 11/7 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Brown Lands, Southern Rhovanion, Dorwinion, Dagorlad, and Horse Plains.				
Daelomin at Home	Permanent-event	14/8	4	R
Unique. Unless Daelomin Ahunt is in play, Dancing Spire has an additional automatic-attack: Dragon–3 strikes at 14/8. In addition, you may discard this card from play during opponent's movement/hazard phase (not counting against the hazard limit) to increase the hazard limit against one company by two.				
Eärcaraxë	Creature	17/7	4	R
Unique. May be played at Isle of Ulond. Two strikes. If Doors of Night is in play, may also be played keyed to Andrast Coast, Bay of Belfalas, Eriadoran Coast, and Andrast.				
Eärcaraxë Ahunt	Long-event	15/6	4	U
Unique. Any company moving in Andrast Coast, Bay of Belfalas, Eriadoran Coast, and/or Andrast immediately faces one Dragon attack–3 strikes at 15/6 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Old Pukel-land, Enedhwaith, Anfalas, and any Coastl Sea region.				
Eärcaraxë at Home	Permanent-event	18/7	4	R
Unique. Unless Eärcaraxë Ahunt is in play, Isle of the Ulond has an additional automatic-attack: Dragon–2 strikes at 18/7 (attacker chooses defending characters). In addition, the hazard limit against any moving company with a Coastal Sea region in its site path is increased by one.				
Itangast	Creature	18/8	6	R
Unique. May be played at Gold Hill. Three strikes. If Doors of Night is in play, may also be played keyed to Withered Heath, Iron Hills, Northern Rhovanion, and Grey Mountain Narrows.				
Itangast Ahunt	Long-event	16/7	6	U
Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack)–4 strikes at 16/7. If Doors of Night is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.				
Itangast at Home	Permanent-event	19/8	6	R
Unique. Unless Itangast Ahunt is in play, Gold Hill has an additional automatic-attack: Dragon–3 strikes at 19/8. In additon, each greater item gives an additional corruption point.				
Leucaruth Ahunt	Long-event	14/7	4	U
Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack–3 strikes at 14/7. If Doors of Night is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.				
Leucaruth at Home	Permanent-event	17/8	4	R
Unique. Unless Leucaruth Ahunt is in play, Irerock has an additional automatic-attack: Dragon–2 strikes at 17/8. In addition, only one unique Dragon manifestation may be played per turn.				
Scatha	Creature	15/9	5	R
Unique. May be played at Gondmaeglom. Dragon. Three strikes. If Doors of Night is in play, may also be played keyed to Withered Heath, Woodland Realm, Northern Rhovanion, and Grey Mountain Narrows.				
Scatha Ahunt	Long-event	13/8	5	U
Unique. Any company moving in Withered Heath, Woodland Realm, Northern Rhovanion, and/or Grey Mountain Narrows immediately faces one Dragon attack–4 strikes at 13/8. If Doors of Night is in play, this attack also affects: Anduin Vales, Western Mirkwood, Heart of Mirkwood, and Gundabad.				
Scatha at Home	Permanent-event	16/9	5	R
Unique. Unless Scatha Ahunt is in play, Gondmaeglom has an additional automatic-attack: Dragon–3 strikes at 16/9. In addition, -1 to all influence attempts.				
Scorba	Creature	12/8	3	R
Unique. May be played at Zarak Dûm. Dragon. Three strikes. Attacker chooses defending characters. If Doors of Night is in play, may also be played keyed to Forochel, Angmar, and Gundabad.				
Scorba Ahunt	Long-event	10/7	3	U
Unique. Any company moving in Forochel, Angmar, and/or Gundabad immediately faces one Dragon attack–4 strikes at 10/7 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Numeriador, Arthedain, and Rhudaur.				
Scorba at Home	Pemanent-event	13/8	3	R
Unique. Unless Scorba Ahunt is in play, Zarak Dum has an additional automatic-attack; Dragon–3 strikes at 13/8. In addition, each major item gives an additional corruption point.				
Smaug Ahunt	Long-event	15/7	5	U
Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack–3 strikes at 15/7 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Brown Lands, Southern Rhovanion, Dorwinion, Dagorlad, and Horse Plains.				
Smaug at Home	Permanent-event	18/8	5	R
Unique. Unless Smaug Ahunt is in play, The Lonely Mountain has an additional automatic-attack: Dragon–2 strikes at 18/8. In addition, each moving company draws one less card to minimum of one at the start of its movement/hazard phase.				

HAZARD CREATURES

Name	Type	p/b	MP	Rarity
Description				
Carrion Birds	Animals	6/–	1	C
May be played keyed to Wilderness after any Orc, Troll, or Man attack keyed to wilderness against the same company. Each character in the company faces on estrike. Any character wounded by Carrion Birds makes two body checks instead of one, both checks modified by -1.				
Cave Worm	Drake	16/–	1	C
One strike. May be played keyed to Redhorn Gate, High Pass, Gap of Isen, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, Numeriador, and Iron Hills.				
Dire Wolves	Wolves	8/–	1	C
Four strikes. Playable keyed to double-Wilderness or Shadow-land.				
Dunlending Raiders	Men	8/–	1	C
Five strikes. Playable keyed to Enedhwaith, Cardolan, Hollin, Rhudaur, and Dunland, and may also be played at Ruins & Lairs in these regions.				
Gothmog	Troll	14/9	3	R
One strike. Playable keyed to Dark-domain or a Dark-hold. May also be played following an orc or troll attack in a Shadow-land or a Shadow-hold.				
Hobgoblins	Orcs	10/–	1	C
Two strikes. Playable keyed to double-Wilderness.				
Ice-Drake	Drake	15/–	1	C
Two strikes. May be played keyed to Elven Shores, Forochel, Angmar, Gundabad, Grey Mountain Narrows, and Withered Heath.				
Land-drake	Drake	8/–	1	C
One strike. Attacker chooses defending character. Playable keyed to single-Wilderness or Ruins & Lairs.				
Lesser Spiders	Spiders	7/–	1	C
Four strikes. Playable keyed to single-Wilderness, Shadow-land, or Ruins & Lairs.				
Light-drake	Drake	8/–	1	C
Two strikes. Playable keyed to single-Wilderness or Ruins & Lairs.				
Marsh-drake	Drake	11/–	1	C
Two strikes. Playable keyed to Coastal or Shadow-land.				

WITHERED LANDS WERE-WORM

Withered Lands and Were-worm: With a prowess of 13 the Were-worm is a frightening beast. With his special ability to cause the defending company to discard an item of the attacker's choice, he's downright nasty. Problem is finding a place to play him. Need to whip up a triple-wilderness? Use Withered Lands to make just about any region the Were-worm's play-ground.

Morgul-rats Animals 2/5 1 R
15 strikes (not a typo!). Only playable at a Shadow-hold or at a Dark-hold, and only if a character in target company is wounded or Doors of Night is in play.

Rain-drake Drake 15/– 1 C
One strike. Playable keyed to triple-Wilderness, Coastal, or a Ruins & Lairs that has two Wildernesses in its site path.

Sand-drake Drake 12/– 1 U
Three strikes. Attacker chooses defending characters. May be played keyed to Khand and Harandor. If Doors of Night is in play, may also be played keyed to Ithilien, Nurn, and Horse Plains.

Sea Serpent Drake 14/6 2 C
Two strikes. Playable keyed to Coastal.

Thunder's Companion Giants 9/– 1 C
Three strikes. Playable keyed to double-Wilderness.

True Cold-drake Drake 14/– 1 C
Two strikes. May be played keyed to Numeriador, Forochel, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, and Iron Hills.

True Fire-drake Drake 13/– 1 C
Two strikes. Playable keyed to triple-Wilderness (double-Wilderness if Doors of Night is in play).

Were-worm Drake 13/6 2 R
One strike. Attacker chooses defending characters. Defending company must discard one item of attacker's choice for each character wounded by Were-worm. Playable keyed to Triple-Wilderness.

Wild Fell Beast Drake 12/6 2 R
Three strikes. Attacker chooses defending characters. Unless this attack is cancelled, all untapped characters in defending company are tapped following attack. Playable keyed to double-Shadow-land.

Winged Cold-drake Drake 13/– 1 U
Two strikes. Attacker chooses defending characters. Playable keyed to triple-Wilderness.

Winged Fire-drake Drake 12/– 1 U
Two strikes. Attacker chooses defending characters. Playable keyed to triple-Wilderness or double-Shadow-land.

Wolf-riders Orcs 8/– 1 C
May be played following any Orc attack not keyed to a site. Three strikes. Alternatively, may be played as a short-event. If played as a short-event, modify the prowess and strikes of a Wolf attack by +1.

HAZARD EVENTS

Black Breath Permanent-event R
Corruption. Place with any wounded character in a company that just faced a Nazgul attack; the character receives 3 corruption points. Target character makes a body check during each of his organization phases. Whenever target character would normally heal, he instead makes a roll; if this result is greater than 10, he heals normally and this card is removed. This roll is modified by +2 if the character is at a Haven, and by +2 for each sage in his company that taps in support.

Cruel Caradhras Short-event U
Playable on a company moving through (and not stopping in) one of the following regions: High Pass, Redhorn Gate, Angmar, Gundabad, Grey Mountain Narrows, or Minas Morgul. Each character in target company must face one strike of 8 prowess which cannot be cancelled. Any resulting body check is modified by +1.

Deftness of Agility Short-event R
A Dragon can assign a strike (with a -3 modification to its prowess) to a character already assigned to receive on e of its strikes. Alternatively, a manifestation of Bairanax can direct such a strike with no prowess modification.

Dragon's Blood Short-event C
Playable on a character facing a Dragon or Drake strike. If the strike fails, the target character must make a body check modified by -1 if he has armor, by -1 if he has a shield, and by -1 if he has a helmet. Cannot be duplicated on a given character.

Dragon's Breath Short-event U
Playable on an attack by a True Fire-drake, a Winged Fire-drake, or by any manifestation of Itangast, Leucaruth, Scorba, or Smaug. Each character in the company being attacked must immediately face on estrike equal to the attack's prowess. Instead of using prowess against the strike, each character uses his body. The target attack which follows receives +1 body and -2 prowess.

Dragon's Curse Permanent-event C
Corruption. Dark enchantment. Playable on a non-wizard character facing a strike from a Dragon hazard creature attack. The strike's prowess is modified by -1. The character receives 2 corruption points. The target character makes a corruption check at the end of his untap phase. During his organization phase, a sage in the target character's company may tap to attempt to remove the card (on a roll greater than 6).

Dragon's Terror Short-event U
Dark enchantment. Playable on a Dragon or Drake hazard creature attack. For each card you discard from your hand when Dragon's Terror is declared, target one non-wizard character of your choice in the defending company and make a roll—add +2 for a Dragon attack. If the result is greater than the character's mind, the character taps. Each card discarded counts as one against the company's hazard limit.

Dragon-sickness Short-event C
Playable on a character bearing a major or greater item. Character makes a corruption check modified by -1.

Exile of Solitude Short-event R
One strike of an at home manifestation of any unique Dragon can attempt to capture a non-wizard character. This strike's prowess is modified by -1. If this strike is successful, it forces the discard of the character and all cards he controls. Alternative, all strikes of Eärcaraxë at Home attempt to capture all non-wizard characters defending against her strikes.

Fever of Unrest Short-event R
A Dragon hazard creature can attack a company with four Wildernesses in its site path. Alternatively, Leucaruth can attack a company with three Wildernesses in her site path.

Foolish Words Permanent-event C
Any riddling roll, offering attempt, or influence attempt by the target character is modieid by -4. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll; if this result is greater than 7, discard this card.

Frenzy of Madness Short-event R
Playable on a Shadow-hold not in Gorgoroth, Nurn, Udun, or Imlad Morgul. If you discard a hazard creature playable at the site, one Deagon hazard creature may be played this turn keyed to site. Alternatively, Daelommin may be played at the site this turn (w/o discarding).

From the Pits of Angband Long-event U
At the end of each turn, each player may take one unique Dragon manifestation or one Drake hazard creature from his discard pile and shuffle it into his play deck. Alternatively, if Doors of Night is in play, each player may do both. May not be duplicated.

Half an Eye Open Short-event C
Playable on a Dragon or Drake attack. Attacker may choose defending non-wizard character to face the first strike of the attack. Alternatively, it may be revealed as an on-guard card when a burglary attempt is announced—this attempt is modified by -5.

Pledge of Conduct: Here's a great way to pass off those high-risk corruption items like The One Ring without the risk. Let's say Boromir's managed to grab the Ring and he wants to go invisible. He slips it on and…uh-oh…corruption check time. Before you roll and let Boromir go running off with his new Precious, use Pledge of Conduct to let him pass it off to Frodo. Problem solved, and everyone (except Boromir) is happy.

Host of Bats Long-event U
Against each company, one Orc hazard creature may be played that does not count against the hazard limit. Any character wounded by an Orc attack makes an additional body check modified by -1. Additionally, if Shadow of Mordor is in play, any character wounded by an attack keyed to a Shadow-hold or Dark-hold makes an additional body check modified by -2.

Icy Touch Permanent-event C
The prowess of one Undead attack is modified by +1. Corruption. The next character wounded by the attack receives 2 corruption points. During his organization phase, a character with this card may tap and attempt to remove it. Make a roll; if this result is greater than a 6, discard this card.

Incite Denizens Short-event C
Creates an additional automatic-attack at a Ruins & Lairs until the end of the turn. This is an exact duplicate (including all modifications) of the automatic-attack at the site. Cannot be duplicated at a given site.

Incite Minions Short-event C
Creates an additional automatic-attack at a Shadow-hold or Dark-hold until the end of the turn. This is an exact duplicate (including all modifications) of the automatic-attack at the site. Cannot be duplicated at a given site.

Known to an Ounce Permanent-event R
Playable on a site that contains a hoard or on a Dragon at home manifestation. If any item is played at the site, the site's automatic-attacks are again faced. Discard this card when the associated site or Dragon manifestation leaves play. Cannot be duplicated on a given site.

Left Behind Short-event U
Playable on a non-wizard character whose company is facing an attack of five strikes or more. Following the attack, character splits off into a different company with the same site path as the company in which he was. He faces a separate movement/hazard phase this turn with a hazard limit of one. He may rejoin his company afterwards.

Many Sorrows Befall Short-event R
Unique. Forces the discard of one resource long-event. Alternatively, can target and cancel one resource short-event before it resolves.

Memories Stolen Permanent-event R
Dark enchantment. A non-wizard character facing a strike from a Dragon hazard creature attack loses all skills while bearing this card. The strike's prowess is modified by -3. Cannot be duplicated on a given character. If at a Haven during his organization phase, a character with this card may attempt to remove it. Make a roll (or draw a #): if this result is greater than 8, discard this card. Modify the roll by +1 for each character in his company that taps in support.

No Escape from My Magic Permanent-event R
Playable on a faction in play. On the turns after it is played, this card affects the region that contains the site where this faction is playable and all adjacent regions. Each company moving through one or more of these regions must make a roll, modified by +2 for each ranger in the company, by +1 for each scout, and by +1 for each diplomat. If the result is 12 or less, the company must do nothing during this site phase.

Noose of the Sea Long-event U
Affects each company with a Coastal Sea in its site path. The on-going effects of all resource short-events that were played during the organization phase are cancelled for the duration of the movement/hazard and the site phase. This card may not be cancelled by a short-event.

Parsimony of Seclusion Short-event R
Return any unique Dragon manifestation to your hand from your discard pile. Alternatively, return any manifestation of Agburanar to your hand from your discard pile and increase the hazard limit by two.

Passion of Wrath Short-event R
A strike from a Dragon attack is modified by +2 prowess and -1 body. Alternatively, a strke from an attack by a manifestation of Smaug is modified by +4 prowess and -2 body.

Peril Returned Long-event C
If Gates of Morning is not in play, Doors of Night is considered to be in play. If Gates of Morning is in play, it is considered to be out of play while Peril Returned is in play. Gates of Morning may still be removed normally.

Prowess of Age Short-event R
Targets and cancels any effect that would cancel an attack from a unique Dragon manifestation. Alternatively, gives a prowess bonus to a Dragon or Drake attack dictated by the number of Prowess of Age cards played on the attack: +1 prowess for 1, +4 for 2, +9 for 3.

Prowess of Might Short-event R
A Dragon attack is modified by +1 to prowess and +1 to body. Alternatively, an attack by a manifestation of Scatha is modified by +2 prowess and +2 body.

Rumor of Wealth Short-event U
Playable on a Ruins & Lairs that is not a Dragon's lair. Any one Dragon hazard creature (excep Eärcaraxë) may be played (and does not count against the hazard limit) at the site during the site phase this turn after the successful play of a major or greater item.

Searching Eye Short-event C
Cancel any card requiring scout skill before it is resolve or cancel any ongoing effect of a card that required a scouet skill to play.

Shadow of Mordor Permanent-event R
Environment. The hazard limit for each company is increased by one for every card over one drawn by that company during its movement/hazard phase. Additionally, if Doors of night is in play, during each company's movement/hazard phase, the hazard player may draw on eadditional card for every card in excess of on edrawn by his opponent. Cannot be duplicated.

Sleepless Malice Long-event U
One undead hazard creature against eahc company doesn't count against its hazard limit. Additionally, if Doors of Night is in play, any Undead hazard creature may be played keyed to Ruins & Lairs.

Song of the Lady Long-event R
Each company that wishes to leave Lorien must make a roll during its organization phase. If the result is greater than 6 it may leave. Modify this roll by: -1 if company contains a Man, -1 if company contains a Hobbit, +2 if company contains a dwarf.

Stormcrow Permanent-event C
The direct influence of each Wizard is reduced by 2 (by 4 if Doors of Night is in play). Discard all resource permanent-events that have been played on each company with a Wizard (but not on individual characters). No such cards may be played on each Wizard's company. Discard this card when any play deck is exhausted. Can't be duplicated.

CP Corruption Points d Direct Influence M Mind MP Marshalling Points p/b Prowess/Body

Name	Description	Type	MP	CP	Rarity
Emerald of the Mariner	Unique. Hoard item. Bearer receives +1 to all of his corruption checks. Controlling player may keep one more card than normal in his hand.	Greater	3	0	R
Enruned Shield	Unique. Hoard item. Shield. +3 body to a maximum of 10. Warrior only: tap Enruned Shield to cause on estrike against bearer to be ineffectual (i.e., it doesn't fail and it is not successful.)	Greater	3	2	U
Gold Belt of Lorien	Unique. Only playable at Lorien. +1 direct influence to bearer.	Special	—	1	U
Habergeon of Silver	Hoard item. Armor. Bearer receives +2 body to a maximum of 10.	Minor	2	2	C

A Short Rest
Each moving company may draw an extra card for each region less than four in its site path.
"That day he looked at the swords they had brought from the trolls' lair, and he said, 'These are not bad make.'"
—Bilbo

Refuge
Playable only if you discard an Elf from your hand and only at the end of the organization phase on a company using region cards with the last one being a Wilderness. Only appears face up.
This card is used as a site card. Face-down (-1 prowess, -2 body). The company may only leave the site using region movement. Characters at this site heal as though they were at a Haven (-1 direction). Discard Refuge when the company moves to a new site.

A SHORT REST REFUGE

A Short Rest and Refuge: So you've just wandered through dragon territory, you've been pounded mercilessly and now you're stuck out in some remote region like Dorwinion. Need to power-up before you make your way back through dragon country? Use A Short Rest and Refuge as your new site, staying in the same region. You'll get to draw up to three more cards and heal all of your characters before going out to brave the wilds again.

Name	Description	Type	MP	CP	Rarity
Subtlety of Guile	The body of one non-wizard character wounded by a Dragon attack is lowered by one until the end of the turn. Alternatively, lowers the body of one non-Wizard character wounded by a manifestation of Itangast by two until the end of the turn, or lowers the body of each non-Wizard character in a company facing an attack by a manifestation of Itangast by one until the end of the turn. Cannot be duplicated on a given character or a company.	Short-event			R
Times Are Evil	All offering attempts and influence attempts are modified by -3.	Long-event			U
Velocity of Haste	A Dragon attack receives one additional strike (with no body). Alternatively, an attack from a manifestation of Scorba receives two additional strikes (each with no body).	Short-event			R
Wind of Wrath	Playable on a company moving with a Coastal region in its site path and only if Doors of Night is in play. Replace the site card of the company with a card from your location deck that has a Coastal Sea in its site path.	Short-event			R
Withered Lands	Environment. Playable only if Doors of Night is in play. Treat one target Wilderness as two Wildernesses or one Shadow-land as two Wildernesses or one Border-land as two Wildernesses until end of turn.	Short-event			C
Worm's Stench	Playable on a company that has already faced a Dragon or Darke attack this turn. The prowess of each Spider and Animal attack against the company is increased by two for the rest of the turn. Additioanlly, if Doors of Night is in play, all Wolf attacks receive +2 prowess and all Wolf, Spider, and Animals attacks receive +1 strikes for the rest of turn against the company.	Short-event			U
Worn and Famished	Each non-wziard character that is not in a Haven, Free-hold, or Border-hold does not untap normally during his untap phase. Such a character may instead make a roll adding his mind stat. If the result is greater than 12, he untaps. Cannot be duplicated.	Long-event			C

RESOURCE ITEMS

Name	Description	Type	MP	CP	Rarity
Adamant Helmet	Hoard item. Helmet. +1 to body to a maximum of 9. Cancels all dark enchantments targetting bearer.	Minor	—	1	C
Arrows Shorn of Ebony	Hoard item. Warrior only; discard Arrows Shorn of Ebony to modify a strike from a hazard creature attack not keyed to a site by -1 prowess, -2 body. If this strike is defeated, all other subsequent failed strikes from this attack are automatically defeated.	Minor	—	1	U
Bow of Dragon-horn	Unique. Hoard item. Warrior only; tap bow to reduce the number of strikes from one hazard creature attack not keyed to a site by one)to a minimum of one).	Major	2	2	U
Cram	Discard to untap bearer. Alternately, discard during organization phase to allow its bearer's company to play an additional region card.	Minor	—	1	C
Emerald of Doriath	Unique. Hoard item. +1 to direct influence against Elves and Elf factions. If bearer is a wizard, your general influence is increased by two.	Minor	—	1	U
Magical Harp	Unique. Hoard item. Tap Magical Harp to cancel all actions for the rest of the turn that discard a target character in bearer's company. Bearer makes a corruption check. This item may also be so tapped during opponent's site phase.	Major	2	2	U
Necklace of Silver and Pearls	Hoard item. Discard this card to give +3 direct influence and +5 mind to bearer until the end of the turn. The bearer's additional mind does not use any controlling influence. This item may also be so discarded during opponent's site phase.	Minor	—	1	C
Scabbard of Chalcedony	Hoard item. -1 body to all failed strikes against bearer. Cannot be duplicated on a given character.	Minor	—	1	C
Thrór's Map	Unique. Discard Thrór's Map to untap a site with a Dragon automatic-attack.	Minor	—	1	U
Twice-baked Cakes	Playable only at a Free-hold or Border-hold. May also be played if the site is tapped. Discard during organization phase to allow its bearer's company to play two additional region cards.	Special	—	1	C
Valiant Sword	Hoard item. Weapon. +2 to bearer's prowess to a maximum of 9. Warrior only: +1 to body to a maximum of 9.	Major	2	2	C
Waybread	Only playable at Lorien. Discard to untap bearer or bearer and one other character in his company. Alternately, discard during organization phase to allow its bearer's company to play an additional region.	Special	—	1	U
Wizard's Staff	Hoard item. Weapon. Only a wizard may bear this item. +2 direct influence and +2 to prowess. +2 to any corruption check required by a spell card. Tap bearer at the beginning of your end-of-turn phase to take one "spell," "ritual," or "light enchantment" from your discard pile into your hand. Bearer makes corruption check. Can't be duplicated on a given wizard.	Greater	3	2	U
Wormsbane	Unique. Weapon. +2 prowess to a maximum of 9 (+4 prowess to a max of 12 and -2 to strike's body against a Dragon or Drake strike).	Greater	4	2	R

RESOURCE EVENTS

Name	Description	Type	MP	Rarity
And Forth He Hastened	Untap a character in your wizard's company.	Short-event		C
Belegaer	Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Lindon, Elven Coast, Eriadoran Coast, Andrast Coast, Bay of Belfalas, Mouths of the Anduin, Enedhwaith, Old Pukel'land, Andrast, Anfalas, Belfalas, Lebennin, and Harandor. The hazard limit is decreased by two to a minimum of two.	Short-event		C
Bounty of the Hoard	Playable during the site phase. One minor or major item may be played at a tapped site that contains a hoard.	Short-event		C
Burglary	Tap a character to make a burglary attempt at a site in lieu of facing its automatic-attack. Tap the site and make a roll modified by +2 if the character is a scout and by +3 if he is a Hobbit. If the result is greater than 10, an item normally playable at the site may be played with the character. If the attempt fails, the character must face all automatic attacks alone.	Short-event		C
Cloudless Day	Environment. Playable only if Gates of Morning is in play. Whenever a company faces a hazard creature attack, the defender may choose which characters in the company will be the targets of the attack's strikes (regardless of tapped status, wounded status, and the normal abilities of the attack.)	Long-event		U
Dragon's Hunger	Playable on a Dragon or Drake attack. If one is available, opponent must discard a hazard creature from his hand; this reduces the company's hazard limit by one. Otherwise, the attack is cancelled.	Short-event		R
Dragon-feuds	Playable during the organization phase. For the rest of the turn, you may discard a Dragon or Drake hazard creature from your hand to cancel a Dragon or Drake attack against any of your companies.	Short-event		U
Dragon-lore	Playable on a sage during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. During the site phase at a tapped Dragon's lair, tap bearer and discard Dragon-lore. Search your play deck and/or discard pile for any item playable at the Dragon's lair. Item may be immediately played with bearer's company.	Permanent-event	1	U
Dwarven Hoard	Tap a Dwarf at a dark-hold or shadow-hold. The site is considered to contina a hoard until the end of the turn.	Short-event		C
Echo of All Joy	Play on a resource long-event if Doors of Night is not in play. The long-event is not discarded as normal during a long-event phase. Discard Echo of All Joy and target long-event when any play deck is exhausted or when Doors of Night comes into play.	Permanent-event		U
Elf-path	Playable only at the end of the organization phase. Tap an Elf. If his company's site path only has one or two regions with no dark-domains and no shadow-lands, opponent may only play hazard creature this turn that are keyed to the company's site.	Short-event		C
Fast Asleep	+3 to one burglary attempt. Alternatively, -2 to the prowess of one automatic-attack.	Short-event		C
Flatter a Foe	Flattery attempt. Character makes an influence check (modified by his unused direct influence and +2 if he is a diplomat). If successful, the attack is cancelled and the hazard limit for the character's company is decreased by two. This influence check is successful if the result is greater than: 10 against a Dragon; 11 against Men or Drakes; 12 against Trolls, Orcs, Elves and Giants.	Short-event		C
Forod	Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Lindon, Forochel, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, and Iron Hills. The hazard limit is decreased by two to a minimum of two.	Short-event		C
Gift of Comprehension	Playable on a Dunadan at a Haven; tap the Dunadan. Gives the bearer sage skill.	Permanent-event		C
Harad	Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Horse Plains, Khand, Nurn, and Harandor. The site path is WWW and the hazard limit is decreased by two to a minimum of two.	Short-event		C
Helm of Her Secrecy	Playable on a company containing a character with the home site of Edoras and facing an attack before strikes are assigend if Eowyn is in your hand. Play Eowyn with the company. She does not need to be influenced until your next-organization phase. She gains +2 prowess, +1 body, +1 direct influence. If the attack is a Nazzgul, place Helm of Her Secrecy with Eowyn following the attack. Otherwise, discard this card following the attack, but Eowyn remains in play.	Permanent-event		R
Here, There, or Yonder	Tap a character during his site phase at a tapped or untapped Ruins & Lairs. Make a roll modified by +3 if the character is a diplomat. An ally may be played and placed under the character's control if the result is greater than 6 plus the ally's mind stat. If any ally is played, tap the site if it is not already tapped.	Short-event		U
Hey! Come Merry Dol!	Playable at the end of the organization phase on a moving company. Each Wilderness symbol in the company's site path counts as half a Wilderness. When counting Wildernesses in such a site path, round down the final result.	Short-event		C
Houses of Healing	Playable on a Free-hold. Site becomes a Haven for the purposes of healing. Discard Houses of Healing when the site is returned to the location deck or discarded.	Permanent-event		C

King Under the Mountain Permanent-event 5 R
Unique. Playable on Balin, Dain II, Thorin II, or Thrain II if his company has defeated an at home Dragon manifestation attack other than Eärcaraxë at Home. The target Dwarf receives +5 direct influence against Dwarves and Dwarf factions. The site where the Dragon was defeated becomes a Border-hold and Dwarf-hold for all purposes and has no Dragon automatic-attacks. Only Dwarves may play items at this site.

Legendary Hoard Permanent-event R
Playable on an at home Dragon manifestation. Target Dragon's automatic-attack cannot be cancelled. Rotate this card 90 degrees each time a manifestation of target Dragon is played. If the site receiving the Dragon's automatic-attack is untapped, a number of items played there do not tap the site: not rotated: 1 item, rotated once: 2 items, rotated twice or more: 3 items. If target Dragon is required to be discarded or removed from play, invert Dragon on table until this card is discarded. Discard this card when any item is played at target Dragon's lair that taps the site. Cannot be duplicated on a given Dragon.

Look More Closely Later Short-event C
Ritual. Tap a sage to untap a site at which "Information" is playable. Sage makes a corruption check.

Lore of the Ages Permanent-event 2 CP C
Playable on an Elf at a Haven; tap the Elf. When facing an attack, bearer may tap to give +1 powess to all characters in his company against the attack. Bearer makes a corruption check.

Many Fores He Fought Short-event C
If defender chooses a warrior to be the target of a strike from an attack, that character may choose to face any nymber of the strikes from that attack. The character suffers a cumulative -1 prowess.-1 body for each additional strike faced. The character faces a separate strike sequence for each strike.

Many Turns and Doublings Short-event C
Ranger only. Cancel an attack by Wolves, Spiders, Animals, or Undead. Alternatively, if Gates of Morning is in play, decrease the hazard limit against the ranger's company by one (no minimum).

Map to Mithril Permanent-event 2 U
Playable on a Dwarf during the site phase at a site at which "Information" is playable. Tap the Dwarf and the site. Tap Map to Mithril if bearer is ever at Moria; this card never untaps. If Map to Mithril is at a Dwarf-hold and it is tapped, the bearer may tap himself and place this card with a non-unique weapon in his company. This gives the weapon a +3 prowess bonus.

Marvels Told Short-event C
Ritual. Tap a sage to force the discard of a hazard non-environment permanent-event or long-event. Sage makes a corruption check modified by -2.

Master of Esgaroth Short-event C
Playable at the end of organization phase on a moving company. If the company moves to a Border-hold, it can take a second movement/hazard phase immediately following its first movement/hazard phase.

Master of Wood, Water, or Hill Short-event C
Ritual. Tap a sage to change one Wilderness to a Border-land or Shadow-land or one Shadow-land to a Wilderness or one Border-land to a Wilderness. Sage makes a corruption check.

Mathom Lore Permanent-event 2 CP R
Playable on a Hobbit at Bag End; tap the Hobbit. During the organization phase, bearer may tap to choose a minor item from your play deck or discard pile to place into your hand. Reshuffle your play deck if it was used. Bearer makes a corruption check.

Men of Dale Man Faction 2 U
Unique. Playable at Dale if the influence check is greater than 7. Standard Modifications: Men (+2), Dwarves (+1).

Men of Lake-town Man Faction 2 U
Unique. Playable at Lake-town if the influence check is greater than 8. Standard Modifications: Men (+2), Dwarves (-1).

More Sense Than You Short-event C
Playable before strikes are assigned on an untapped character or ally whose company is facing an attack. Tap target character or all. He may not be assigned a strike from this attack.

Nenseldë the Winged Ally 2 R
Unique. 3 Mind. Playable at Dol Amroth. May not be attacked. Discard Nenseldë if company moves to a site that is not in: Belfalas, Bay of Belfalas, Anfalas, or Mouths of the Anduin. Tap Nenseldë to take a resource long or short-environment from discard pile into your hand.

Not at Home Short-event C
Cancel one Dragon, Drake or Troll automatic-attack or attack keyed to a site. Alternatively, if Gates of Morning is in play, reduce the number of strikes of any automatic-attack by 2 (to a minimum of one).

Pledge of Conduct Short-event C
Diplomat only. A character facing a corruption check in the diplomat's company may automatically transfer one item he bears to another character in his company. The item must be transferrable, and the new bearer must be able to bear it.

Refuge Permanent-event C
Playable only if you discard an Elf from you hand and only at the end of the organization phase on a company using region cards with the last one being a Wilderness. This card is used as a site card, free-hold (cards drawn: 1/1). The company may only leave this site using region movement. Characters at this site heal as though they were in a Haven. Discard Refuge when the company moves to a new site.

Returned Exiles Dwarf Faction 5 R
Unique. Playable at a tapped or untapped site where a Dragon at home manifestation was defeated if the influence check is greater than 12. Standard Modifications: King Under the Mountain Dwarf (+5), other Dwarves (+2).

Rhun Short-event C
Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Iron Hills, Dorwinion, Horse Plains, and Khand. The site path is WWW and the hazard limit is decreased by two to a minimum of two.

Riddle Game, The Short-event R
Playable during site phase on a character at the same site as one of opponent's companies. Tap the character. Opponent chooses a character from his company to play the riddle game. Each player makes a riddling roll modified by +3 if his character is a sage and by +1 if a Hobbit. The player with the highest result wins. He ten names two cards and the other player reveals his hand. If any of the named cards are revealed, they are immediately discarded.

Riddling Talk Short-event U
Playable on a character whose company is facing an attack. Character makes a roll modified by: +2 for each sage and +1 for each Hobbit in his company. If the result is greater tha: 8 against Dragons and Drakes, 10 against Men and Giants, 12 against Slayers, Awakened Plants, Orcs, Spiders, ad Trolls; then name a card and opponent must reveal his hand. If the named card is in opponent's hand, the creature's card is discarded and the hazard limit against the character's company is decreased by three.

Saied Beast Short-event U
Target ahunt Dragon manifestation is discarded. Alternatively, if Doors of Night is in play, decrease the number of strikes from one Dragon or Drake attack by one (to a minimum of one). This card may also be played during opponent's movement/hazard phase.

Secret News Short-event C
Opponent reveals to you 5 random cards at once from his hand.

Skin-changer Short-event 4 R
Only playable on Beorn. Until the end of the turn, his prowess and body are each modified by +2. If Beorn is chosen to be the target of a strike from an attack, he may choose to face a second strike from that attack (he faces a separate strike sequence for each strike). Beorn makes a corruption check modified by -2 after any attack made against his company. If still in play at the end of the turn, place Beorn in your hand. Any items he bears may be transferred to unwounded characters in his company (no corruption checks are required).

Staff Asunder Short-event R
Playable on a Wizard bearing Wizard's Staff whose company is facing an attack. Wizard makes a corruption chec!. Place Wizard's Staff in your marshalling point pile. Wizard gains +5 prowess against the attack. Modify the attack's body by -2.

Washed and Refreshed Short-event C
Playable at the end of the organization phase of a moving company. When the company's new site is revealed, the company may untap a number of characters equal to the number of regions less than four in its site path.

When I Know Anything Permanent-event 1 C
Light enchantment. Playable on a sage during the site phase at a site where "Information" is playable. Tap the sage and the site. Tap sage to modify one corruption check by a caracter in his company by +3. Sage makes a corruption check.

Wielded Twice Short-event C
Ritual. Tap a sage to untap an item in his company. Sage makes a corruption check.

Wit Short-event U
Modify one riddling role by +3. If applicable, this card may also be played during your opponent's site phase if a riddling roll is called for.

Wizard Uncloaked Short-event U
Spell. Wizard only. Return all hazard permanent-events on characters in your wizard's company to opponent's hand. Wizard makes a corruption check modified by -2.

Wondrous Maps Permanent-event C
This card is used as a site card, Ruins & Lairs (automatic-attack: Orcs—4 strikes at 7 prowess, items: (minor, major), cards drawn: 3/1). The company may only leave the site using region movement. Discard Wondrous Maps when the company moves to a new site.

SITES

Buhr Widu Ruins & Lairs Southern Rhovanion U
Nearest Haven: Lorien. Playable: Items (minor, major). Automatic-attacks: Troll—1 strike with 10 prowess. Special: This site is always returned to ocation deck, never to the discard pile. Cards drawn: 2/2.

Dale Border-hold Northern Rhovanion U
Nearest Haven: Lorien. Cards drawn: 2/2.

Framsburg Ruins & Lairs Anduin Vales U
Nearest Haven: Lorien. Playable: Items (minor). Automatic-attacks: When a company enters this site, opponent may play one creature from his hand that is treated in all ways as the site's auto-attack. It must normally be playable keyed to RL, SH, W, or SL. Special: Contains a hoard. Cards drawn: 2/1.

Gold Hill Ruins & Lairs Withered Heath U
Nearest Haven: Lorien. Playable: Items (minor, major, greater, gold ring). Automatic-attacks: Dragon—1 strike with 15 prowess. Cards drawn: 3/3.

KING UNDER THE MOUNTAIN SMAUG AT HAOME

King Under the Mountain and Smaug at Home: Here's a great thematic combo if you can manage to pull it off. While your opponent's company is off gallavanting somewhere else, throw down Smaug at Home and send a crew of tough dwarves to the Loney Mountain to eliminate the foul beast (you might want to enlist some help with a card like Alert the Folk). You won't get any MP's for offing Smaug, but man, will it be cool...

Star of High Hope Long-event U
Environment. The prowess of each Elf and Dunadan is modified by +1 (by +2 if Gates of Morning is in play).

Tales of the Hunt Permanent-event 2 CP C
Playable on a Man at a border-hold; tap the Man. Bearer may tap to untap any character in his company. Bearer makes a corruption check.

Three Golden Hairs Permanent-event U
Unique. Playable at any site on a non-wizard non-Hobbit diplomat character at the same site as Galadriel. All corruption cards on the bearer are discarded when this card comes into play. +2 to all corruption checks by bearer.

Trickery Short-event C
Scout only against an Orc, Troll, Man, Elf, Slayer, Awakened Plant, or Giant attack against his company. Make a roll; if the result is greater than 5, the attack is cancelled.

Vanish in Sunlight Short-event U
Modify the prowess of one Nazgul or Undead attack by -2 (by -4 if Gates of Morning is in play).

Warm Now Be Heart and Limb Short-event C
Ritual. Playable on a company during organization phase. Each sage in company that taps may heal one character (from wounded to tapped). Each sage so tapping makes a corruption check.

Gondmaeglom Ruins & Lairs Grey Mountain Narrows U
Nearest Haven: Lorien. Playable: Items (minor, major, gold ring). Automatic-attacks: Dragon—1 strike with 14 prowess. Cards drawn: 2/2.

Isle of the Ulond Ruins & Lairs Andrast Coast U
Nearest Haven: Lorien. Playable: Information, Items (minor, major). Automatic-attacks: Dragon—1 strike with 14 prowess. Cards drawn: 2/2.

Ovir Hollow Ruins & Lairs Grey Mountain Narrows U
Nearest Haven: Lorien. Playable: Items (minor, major): Automatic-attacks: Dragon—1 strike with 12 prowess. Cards drawn: 2/2.

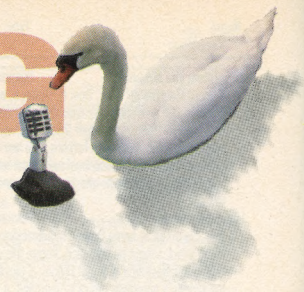
Tharbad Ruins & Lairs Cardolan U
Nearest Haven: Rivendell. Playable: Items (minor). Automatic-attacks: Men—3 strikes with 6 prowess. Special: Items may be played even if the site is tapped. Cards drawn: 1/1.

Zarak Dûm Ruins & Lairs Angmar U
Nearest Haven: Rivendell. Playable: Items (minor, major, greater, gold ring). Automatic-attacks: Dragon—1 strike with 15 prowess. Cards drawn: 3/3.

CP Corruption Points d Direct Influence M Mind MP Marshalling Points p/b Prowess/Body

Swan SONG

Rick Swan's unique take on the world of gaming



The Idiot Test

Are you an idiot? Hey, don't get so defensive. It's not like you don't have plenty of company.

'Course, maybe you're an idiot and don't know it. Sharpen up your crayon and let's find out. Just answer the following questions!

1. *I don't play* Magic *because:*
- a. I don't have the time.
- b. I don't understand the rules.
- c. I don't want to spend eternity in Hell with the other sinners.

2. *You spot a cute girl at a game convention. What do you say to break the ice?*
- a. "Pardon me, but do you have the correct time?"
- b. "Quite a turnout, don't you think?"
- c. "Hey, baby, wanna see my Spitting Slug?"

3. *The best way to preserve your cards is to:*
- a. Put them in plastic binders.
- b. Keep them in acid-free boxes in a cool, dry room.
- c. Store them in formaldehyde.

4. *If you ever got the chance to meet Richard Garfield, you'd:*
- a. Invite him to play a round of *Magic*.
- b. Thank him for inventing a game that's given you so much pleasure.
- c. Kick his ass for stealing your ideas.

5. *A good name for the next* Magic *expansion might be:*
- a. *Lore of the Forbidden Realm.*
- b. *Lost Souls of the Savage Void.*
- c. *Lice Age.*

6. *The best thing about collectible card games is:*
- a. They're easy to learn and you can play them anywhere.
- b. No two games are exactly alike.
- c. Once you lay out a few bucks to get started, you never have to spend another cent.

7. *The best thing about roleplaying games is:*
- a. Taking part in an epic adventure.
- b. Creating original characters from scratch.
- c. Once you lay out a few bucks to get started, you never have to spend another cent.

8. *The most disappointing feature of the* Middle-earth: The Wizards CCG *is:*
- a. The confusing movement system.
- b. The size of the illustrations.
- c. No nudes of Gandalf.

9. *The best way to mark cards is:*
- a. Carefully trim the edges with a razor blade.
- b. Sorry. I don't condone cheating.
- c. Write the names on the backs.

10. *The most frequently overheard comment at the Wizards of the Coast marketing department is:*
- a. "How many retailer seminars should we schedule next quarter?"
- b. "How soon will we be able to ship to the distributors?"
- c. "Are you sure we really need a new edition? After all, it's not like we don't have plenty of cards already."

11. *Gauntlets of Might make terrific:*
- a. Sources for mana pools.
- b. Investments for speculators.
- c. Coasters for soft drinks.

12. *The scantily clad females in the* Guardians CCG *and the graphic violence in the* Rage CCG *are:*
- a. Not to be taken seriously.
- b. Offensive only to prudes.
- c. Absolutely essential to the play of these games.

13. *The artwork in the* Vampire: The Eternal Struggle CCG *was inspired by:*
- a. Classic horror films like "Nosferatu" and "The Cabinet of Dr. Caligari."
- b. 16th century German woodcuts.
- c. "The Ricki Lake Show."

14. *If Wizards of the Coast's dominance of the market has been slipping lately, it's probably due to:*
- a. Consumer resistance to CCGs in general.
- b. Failure to address the needs of retailers.
- c. Not having more guys like me on staff.

15. *Somebody sees you playing the* Star Trek CCG *and calls you a "socially retarded Trekkie dork." You:*
- a. Ignore him.
- b. Say, "You're entitled to your opinion."
- c. Say, "I'm telling Captain Picard you were mean to me."

16. *Working at* InQuest *is a great way to:*
- a. Play games all day and get paid for it.
- b. Keep tabs on the latest developments in the game industry.
- c. Attract women.

17. *You're new in town and you need a dentist. Who sounds like the best prospect?*
- a. Dr. Gentle
- b. Dr. Friendlyfingers
- c. Dr. Cthulhu

Photo courtesy Everett Collection

SCORING:

Give yourself one point for each c.

0 points	Congratulations. You're not an idiot. At least not yet.
1-4 points	How's it goin', Beavis?
5-8 points	Evolutionary scale: plankton, seaworm, you, mudfish
9 or more points	You're right. Self-publishing a CCG *is* a great way to get rich!

Rick Swan are not an idiot.

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The perfect introductory Magic product for new players!

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RIVALS is the first of three Quick Start™ sets. Look for two more sets by fall 1996.

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